

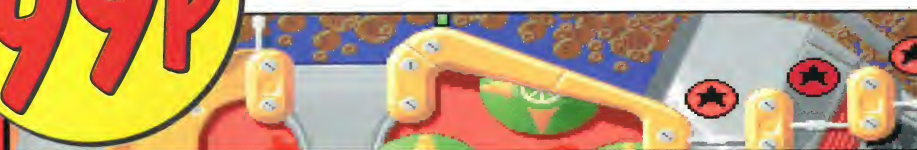
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# **PINBALL DREAMS HITS THE GAME BOY**



**REVIEWED: PINBALL DREAMS, ROAD RASH, JURASSIC PARK,  
BUBBLE BOBBLE 2, MUHAMMED ALI, NIGEL MANSELL  
PREVIEWED: TOM AND JERRY 2, GOAL!, DENNIS**

**NOVEMBER 1993 ISSUE 18**

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# Nintendo GAME BOY™



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# HAND-HELD HEAVEN

## pinball DREAMS

**Brilliant - Amazing - Lightning Fast** Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment.

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.



## TESSERAÉ

**"Easy to play, but difficult to master"**, Tesserae consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.



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Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.



## the HUMANS

Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!

In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.



**Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.**

**With Gametek's Humans the only missing link is you!!**



# Welcome

**Tune in, turn on and flip out to the soundest mag around. GB Action blares out more tips, previews, reviews and news views than any other publication anywhere. Kick it!**



**EDITOR**  
**Alex Lee**

The question was: had he burned out too soon? With only two albums of mind-crunching sounds behind him, the guru of Of the Wal, familiar to millions as fourth bloke in the Midland Bank Cardcash ad, retired from music and found a job in publishing. He'll be missed.



**ART EDITOR**  
**Marc Keating**

The bizarre and some would say deranged lead guitarist from legendary 70s progressive rock group Abraxas has led a monastic existence ever since he was accidentally electrocuted on stage during what turned out to be the final performance of their two hour concept show, Lava.



**DEPUTY ART EDITOR**  
**Rob Sharp**

When not composing songs and drooling quietly in the comfort of his sandbox this infamous ex-record producer can be found guarding the deckchairs of Skegness. Rob, renowned for both the beauty of his melodies and the stupidity of his lyrics, said "they needed me".



**STAFF WRITER**  
**Andrew Sharp**

Hailing from the grunge capital of the North West, Macclesfield, this seminal band leader is at present on a prolonged tour of Papua New Guinea. Any suggestion that this has anything to do with his recent abusive behaviour has been hotly denied by his management.



**PRODUCTION EDITOR**  
**Ian Lynch**

Known as the very quiet one from the electro pop duo Double X, he has recently turned to Zen Buddhism to clarify his mind. Any suggestion that these skills will help him stand round more easily behind all the keyboards doing nothing for hours on end has been denied.



**GUEST WRITER**  
**Daniel Blewitt**

This underground film maker, whose most famous documentary was a devastating insider's view of a year long American tour by The Persuaders, has been spotted filming the Royal Family arriving at premieres and meeting sick children. Why is unknown.



**CONTRIBUTOR**  
**Jason Spiller**

Armed only with a battered old acoustic guitar and a high-pitched reedy voice, this wandering troubadour set out in 1973 to revolutionise the face of folk music as we knew it. Years later, he still pops up on TV strumming along with the rest of the orchestra on ITV variety shows.



GAME BOY™



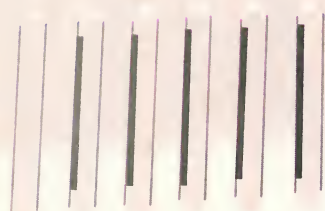
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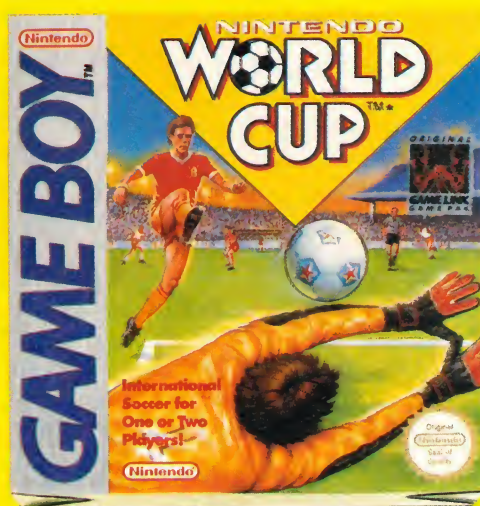
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# BRING

# IT



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# Content

MORE GAME BOY REVIEWS THAN ANY OTHER

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Thanks to Supermodel Karen for posing in duplicate, Mark Blewitt for fooling us he was someone else, Jason Spiller for hard work (maybe), Marc Keating for reinventing GB Action (see next month) and to Rob Sharp for knowing loads of things about films.

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An all-new team (well, nearly) introduce you to yet another palm pleaser's paradise of a publication. As a result the editorial content is better than ever before. Leg it to the till with your money now. Mark our words – you won't regret it!

## Pinball Dreams 14

The universally acclaimed pinball simulation comes at ya on the Game Boy royal style. Respect's due!

## Game Busters 43

*As ever, loads of energy has gone into producing codes for you this month! We travel the globe to give you the best in high quality tips and cheats. You'd better appreciate them – okay? Right.*

## Cheats 43, 49 & 52

More life saving digits and power codes than you can shake a tree at! Game Busters is the ultimate in relieving Game Boy stress!

## Guides 44 & 50

Joe and Mac and The Empire Strikes Back are placed under the GB Action microscope this month. Andy Sharpe, our top gamesplayer, has sussed the caves of Hoth with the aid of his Star Wars figures. Guest writer Dan Blewitt clubs his way to victory in Joe and Mac.



**ts**

**ER MAG**



## Off the Wall 54

The part of the mag where you send us your questions and we answer them. Check it out!

## Public Eye 56

Criticise your least favorite game and you could win a brand new one! Alternatively, praise your fave and still get a new 'un!

## News 8

- Mario souvenirs galore - watches, keyrings and personal cassette players!
- Peripheral frenzy! Check the biggest Game Boy add-on!
- Making words is great fun in Mindscape's Wordtris.
- The Manga video craze - a quick peek at the latest releases.
- Scandinavian puzzle solving as the Lost Vikings find themselves on the 'Boy.



## Compos 13, 42 & 65

- Fancy some Joe Bloggs shirts? Enter our compo and you can look as cool as our models!
- Garfield goodies unlimited! Enter our compo and win pure cat related stuff!
- Win a Jurassic Park goodie bag full of gear!



## Reviews

### Bubble Bobble 2.....24

A fantastic sequel featuring the cutest duo yet.

### Jurassic Park.....18

Dinosaurs ahoy! Yep, we've finally reviewed it!

### Muhammad Ali Boxing .....26

Float like a butterfly with 'The Greatest'.

### Nigel Mansell's Racing .....22

Top motor racing sim with the Mario lookalike.

### Pinball Dreams.....14

The ultimate pinball action will flip you out!

### Road Rash.....16

Fall off your bike, jog back to it and get run over!

## Previews

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Climb every mountain with Sly Stallone.

### Dennis .....30

There's no escaping blonde moppets from Hell!

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First of the footy frenzy sims freaks us out!

### Last Action Hero .....38

Arnie takes the mickey out of himself!

### Ren & Stimpy 2: Veediots!...37

Cult crazies from the States - oh joy!

### Tom and Jerry 2.....32

Cat and mouse capers ahoy - again!

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We came, we saw, we partied down in London.

## Buyer's Guide

**142 GAMES REVIEWED**



# 100% GAME BOY news

## Mario madness



Is there no end to Game Boy/Mario endorsement toys? Judging by the latest official Nintendo licensed products the answer is, for now, an emphatic no.

There's a Game Boy watch, a Mario & Yoshi keyring (or keychain as they say in the States) and, the best of the lot, the Cassette Boy. The Watch Boy has a chunky gun metal grey plastic strap with a Game Boy face and digital display.

The keyring sports a merry plastic Mario swinging his legs astride a rather dopey looking Yoshi. Brooklyn's favourite plumber is an inch high – Yoshi is a couple of inches long.

Last but by no means least is the Cassette

Boy – it's shaped and coloured like a truncated Game Boy and has the standard walkman controls – fwd, play, stop and auto stop.

The headphones are the standard foamy jobbies and there's a hole for a power lead if you don't want to use your batteries. There's also a handy belt clip for when you're on the go.

Each item is now available from Console Plus and all other good outlets. They're all bargains! The watch is £5.99 plus £1.50 p & p, the keyring is £3.99 plus 50p p & p, and the personal cassette player is £13.99 plus £2.00 p & p.

Go get 'em before the dinosaurs completely take over the games world!

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## The Thre



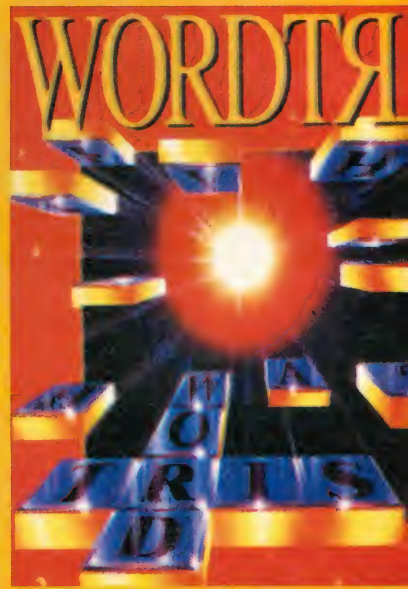
Elite's *On The Tiles* features three of the Game Boy's most popular ever characters. Franky from Dr. Franken, Joe And Mac's Joe and Dirk from Dragon's Lair are the protagonists in what promises to be a fiendish puzzler.

The creators of Chip's Challenge, Audio Visual Magic, are the developers behind this crazy challenge. *On The Tiles* is a simple tile re-arranging game which has been enhanced almost totally beyond belief.



© Microprose

## Word





## The Stooges



A strict time limit, bombs and an annoying mad professor who rearranges the tiles at most inopportune moments should make for excellent gameplay. If it sounds too tough, don't despair — there are four skill levels so everyone can play!

Traps, hidden bonuses and special features will add longevity. There's also 32 screens to complete. Looks like Elite could well be onto a winner. We'll find out come November.

## Tetris

**T**etris, a game synonymous with the Game Boy, could now have a competitor — *Wordtris* from Microprose. Instead of making walls from falling blocks, words must be formed from lettered squares.

Each letter can be moved from side to side as it falls. When a word is formed, the letters in question disappear — Tetris style. This has already been doing the rounds in America on the SNES; it should be even better suited to the Game Boy.

The further you progress, the more you become hooked. The blocks drop increasingly faster and luck plays a large part in your success and failure as previously unheard of words disappear from view. Expect a full preview next issue.

## Stay out of trouble

**T**he two toughest, most metallic gun toting psychos ever seen on the silver screen are to battle it out on the Game Boy. The subjects of blockbusting films and an already valuable comic series are comin' at ya with all guns blazing away.

Still not guessed? *Robocop Versus The Terminator* on the 'Boy looks set to rejuvenate the pair's cult status. It's as if they've never been away as you control the chrome cop in a last ditch attempt to save what we call mankind.

The aggressor, inevitably, is the Skynet corporation. Hostages must be freed in the face of a relentless mechanical barrage of high tech weaponry. Robotic dogs, spiders and exoskeletons are only the tip of the iceberg as you blast your way through the ages of time.

Expect to see non stop destruction when Interplay release *Robocop Versus The Terminator* in November.



## Fab gear, man

**S**ick of sending that New York plumber flying around the screen? How do ya fancy being a clocksmith? Sony hope you like the idea.

November will see the spawning of the monster called *Gameworks*, an intriguing idea involving transforming 12 Wonders of the World into gargantuan time pieces.

You have to do this bit by bit, cog by cog, so we're not talking digital watches here.

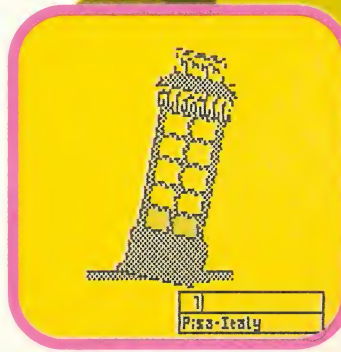
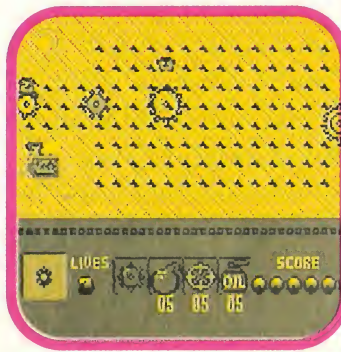
Sounds impossible? Sony aren't finished yet. Blocking your path to successful chronological construction are some nasty little things called "Poffins". These are basically little balls of fluff with a very bad attitude. Gonks on bad acid in fact.

Along with the malevolent gonks you're faced with a central heating problem and, appropriately, lack of time.

The cogs seem to have a mind of their own as well, each has its own use and if you don't keep them well-oiled they seize up completely. Plenty of skill is needed to keep everything ticking over.

Still, faced with a seemingly impossible task you'd expect to be given loads of gear to get things working. The guys from Sony don't hold back with the equipment.

Your bulging toolbox is packed full of explosives, oil, a rather nifty looking high-powered rifle and more gears than even the most manic clocksmith could ever need. The gun comes in handy for poffin poppin. We'll take a closer look in next issue's preview.





100% GAME BOY

# news

## Boost yourself



**T**he *Booster Boy* from Saitek makes your Game Boy look more like a small spaceship than a small screened wonder. That wasn't a criticism. If you're sick of strained eyes and a lumpy thumb, then this is the add-on you've been waiting for.

The light grey plastic unit completely encapsulates the 'Boy, much like Robocop's exoskeleton, and performs loads of useful functions. It makes the 'Boy a lot sturdier, it magnifies the screen, gives you a little joystick instead of a pad and chunkifies all four buttons.

At £25.99 it represents excellent value for any Game Boy owner. You won't be able to fit the 'Boy in your pocket any more, but it'll look lovely in your bedroom.

## Manga update

**T**hose Manga-mad maniacs amongst you will be chuffed to hear about the release of the (Cert 18) *"Doomed Megapolis - Disaster"* and *"Crying Freeman - The Enemy Within"* on the fourth of October.

*"Disaster..."* takes its plot from the Hiroshi Aramata fable *"The Tale Of The Capital"* and is directed by the duo of Katayama and Chigra. The story revolves around a far from immaculate conception in the year 1908.

In his quest to destroy Tokyo the evil satanist Kato has impregnated Yukari Tatsumi with his hateful seed. Can their child, Yukiko, bring Kato the domination he desires or will his plan backfire?

In *"Crying..."* the union of Yoh and Emu, cemented in chapter one, has now developed into a combo worthy of leading 108 Dragons, a triad elite. The new regime comes under attack by their archrivals, the Kamora, is there a traitor in their midst?

Both vids are priced £8.99.

## Safe Smurf

**C**irca 1975, *The Smurfs* were little elven blue punters with floppy white Santa-style hats, answerable to the hirsute European Jewish geezer Father Abraham. A couple of truly inspired top ten hits ensued, even including a number one, all delivered in high seemingly helium-induced harmony. Add the odd pearl of wisdom from Abraham thrown in and you get a disc much requested on the Ed "Stewpot" Stewart show.

The Smurfs went on to pump petrol for National, but as Mike Batt cleaned up with the Wombles, the Smurfs drifted into near obscurity.

The somewhat half-hearted 70's revival, however, prompts Infogrames to re-introduce the pesky little blue blighters by way of a game.

Not surprisingly, the game is a platform-style with big Smurf sprites and bold cartoon-like incidental graphics. Infogrames last game, *Asterix*, was a surprising licence, the Smurfs must be a gamble as it could either rekindle Smurf mania with all possible prodigiousness or look decidedly out of date.



## Lost again

**L**ost *Vikings* was an enormous success on the SNES. Scoring 89% in our sister mag, *Super Action*. This was obviously a big factor in Interplay's decision to bring out *Lost Vikings II*.

Yep, the Nordic trio with a poor sense of direction are ready to blunder onto the Game Boy. There's a big difference between the sequel and the original. They were once together, lost in time. Now they've even lost each other!

Expect a preview in a future GB *Action* on the Scandinavian scallies' transition to the dot matrix.



## GAME BOY CHART



1 (1) ...Super Mario Land 2	11 (17) Kirby's Dream Land
2 (6) .....Super Mario Land	12 (10) .....Tiny Toons
3 (-) .....Asterix	13 (-) .....World Cup
4 (3) .....Lemmings	14 (2) .....Bart/Juggernauts
5 (4) .....Mario Golf	15 (14) .....Crash Dummies
6 (12) .....Mickey Mouse	16 (15) .....Mario Tennis
7 (16) .....Kung Fu Master	17 (-) .....Track and Field
8 (-) .....The Flintstones	18 (-) .....Dynablaster
9 (7) ....Top Ranking Tennis	19 (20) .....Xenon 2
10 (8) .....Alfred Chicken	20 (13) .....Star Wars



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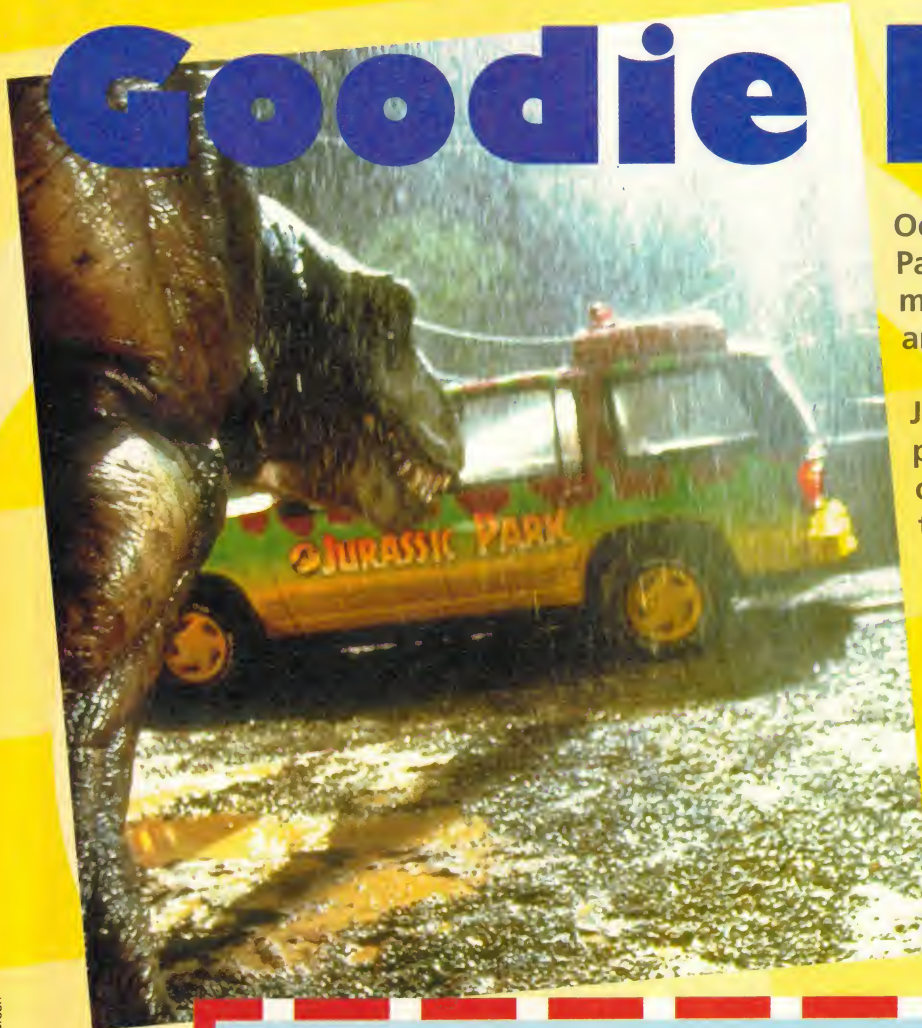
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# Win!

## Jurassic Park Goodie Bags



Ocean Software, the people behind Jurassic Park on the 'Boy, are also responsible for this month's excellent free gift. However, they are still not satisfied with themselves.

They want to give away even more Jurassic Park paraphernalia to the Game Boy playing public. We at GB Action are obsessed with dinosaurs, so we've geared the questions below to the dinosaur theme. We're sure you won't mind.

The senders of the first three correct answers pulled from our fossilised hat will win a Jurassic Park holdall containing a J.P. cap, J.P. badge, J.P. tee shirt and an Ocean tee shirt. The next three winners will each receive an Ocean tee shirt.

All you need to do to guarantee a place in the draw is to answer the following three questions correctly. Best of luck, y'all!

Entries to be in by 5th November 1993. Send them to:

**Jurassic Park Compo, GB Action,  
Europa House, Adlington Park,  
Macclesfield SK10 4NP.**

1) Where did dinosaurs live?

- a) In blocks of flats      c) On Earth  
b) On Pluto      d) In cavemen-run theme parks

2) When did the last dinosaur walk the Earth?

- a) About a week ago      c) Thousands of years ago  
b) Yesterday      d) They're still knocking around

3) How tall was a fully grown Tyrannosaurus Rex?

- a) A lot smaller than Alex Lee      c) Same height as Rob Sharp  
b) Same height as Andy Sharp      d) A lot taller than a baby T-Rex

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

**My answers are:**

1) .....

2) .....

3) .....

**Name** .....

**Address** .....

.....

.....

**Post Code** .....

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.





OFFICIAL RELEASE

**Game Boy pinball wizards have had to be content with the enchanting Revenge of the Gator for too long. Your flipper fingers are itching for silver ball action. Wait no more, it's arrived...**

**E**ver since I was a young kid I've played the silver ball, but a simulator featuring three different tables of the finest quality pinball? On the Game Boy? I must be dreaming!

Pinball Dreams from Gametek is reality. Select from three different pinball tables and get ready to claim your pinball crown. The different tables offer you a unique choice between Ignition, a blast of

# PINBALL



*Fingers on flippers with a choice of three pinball tables with the music on or, er, off!*

a table with a spacey feel, Steel Wheel, a wild, wild west railroad design and Graveyard, a scream of a dream of a game!

All the features of the latest all-singing, all-dancing, all-flashing arcade machines are featured, from the multi million point special skill shots to the groovy pounding themed rock music.

The sound effects, too, create a perfect mood for every table, spooky howls echo through the graveyard while metallic booms blast you into space.

Every table is jam packed with playability and an amazing number of targets, to trigger every bonus will surely take weeks of solid play.

## Ignition

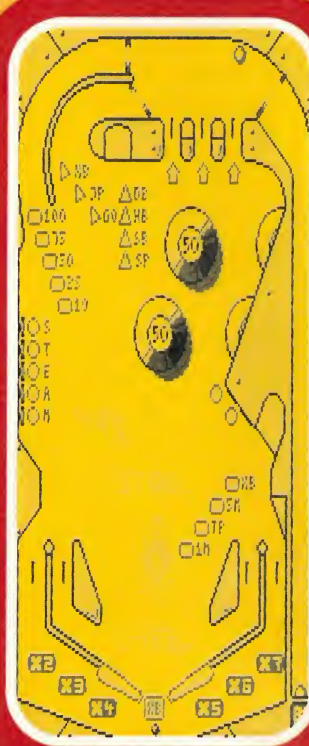
Launch into deep space with this flipping fast table. The first one on the menu and an ideal starter.

Send the silver ball into orbit around a tricky loop on the left of the table for a mega bonus. Repeating the shot advances the bonus (no easy feat), five orbits and you get a Destination Mars bonus.

What goes up must come down, the ball crashes back to Earth. Try again for the other planets. Blasting off for Pluto, for example, doubles your score!

Three knockdown targets dish out a letter when all are blasted down. If you spell IGNITION then the sky's the limit. A tricky skill shot waits to catch the ball.

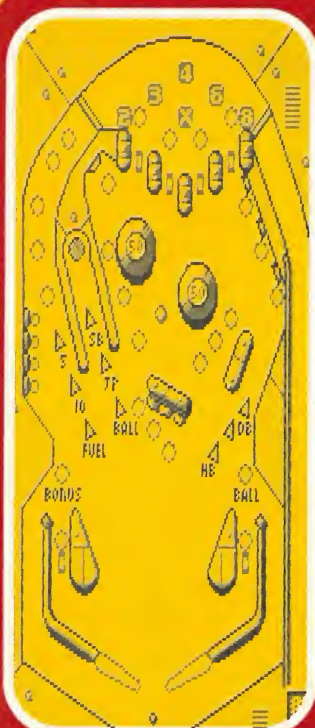
Depending on your skill or otherwise around the rest of the table you will be rewarded with an



*Steel Wheels is the trickiest table as it takes some playing to get those wheels rolling*

extra ball, a rocket sized Countdown bonus or, if you're unlucky, just a measly few thousand points.

The spaced out feel is maintained through the other, more commonplace bonuses. Booster Bonus awaits a tricky blast or just lucky bounces. Messages



*Blast your rocket into space on Ignition, collect rocket fuel and bonus balls to help you*

HI-SCORES			
IGNITION			
1	ROB	8113813	
2	ROB	6364704	
3	ROB	3953203	
steel wheel			
1	ROB	3892995	
2	TSL	2500000	
3	ROB	1550045	
graveyard			
1	ROB	74491913	
2	ROB	57072886	
3	ROB	55713604	

*So this is what Rob's been doing for the last month, racking up the bonuses*



# DREAMS

such as Collect Fuel and Blast Off flash across the digital status screen which helps recreate the mood of modern arcade pinball. The music compliments the action with its futuristic hollow tones.

## Steel wheel

Blasting back to the past, the steam of the frontier West replaces the rocket fuel of the future.

Roll Your Wheels is the big bonus on a wide open spacious table that perfectly suits the frontier land setting.

A further twist comes from a far trickier shot which sets the score for the Wheels shot when sharp shooters can get their flippers around the ball to great advantage.

A tough skill shot hits the Mail Wagon, and by picking up the letters STEAM you can advance the letters for a golden jackpot.

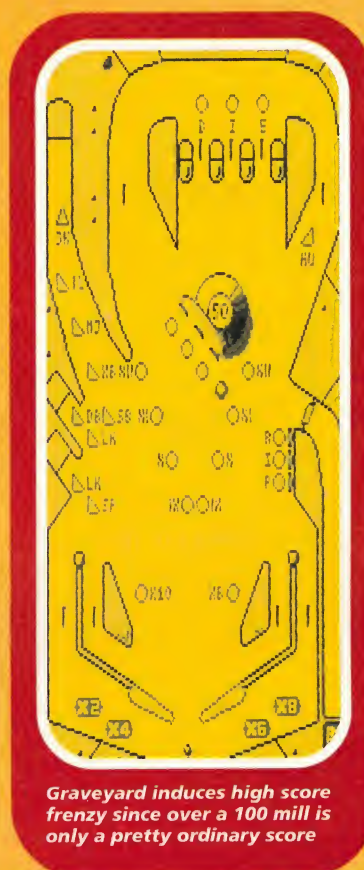
This rugged table takes lots of skill to score the biggest points. Less feature packed than the others it is a bit less of a lasting challenge.

## Graveyard

Midnight is Approaching warns this bewitched level. It will be! This table alone will keep you playing into the early hours.

A nightmare of a skill shot must be hit three times to open up the frighteningly large bonuses, a cool five million for instance.

A tricky loop earns one million points every time, as well as raising



*Graveyard induces high score frenzy since over a 100 mill is only a pretty ordinary score*

the deathly jackpot. If you last till the witching hour you'll have to "Hurry Up" for a massive twenty million that rapidly drops to zilch. To grab the points you have to loop the loop.

Most times the plummeting bonus value spooks you out and you get "Scared Stiff".

One cool feature is the double ball lock. Hit this target hard and you're entombed, a new ball is launched, so trap this for the huge Multi Jackpot.

The Amiga original featured a fourth table. Unfortunately, it wouldn't fit into the little grey box. The table designs have also been tidied up to improve small screen playability to decent levels.

The ball movement is incredibly smooth and a silky screen scroll is a vast improvement on the other great ("Gator") pinball sim.



## DATA

### SOFTWARE HOUSE

● GAMETEK

### SUPPLIER

● GAMETEK

### PRICE

● £24.99

### RELEASE DATE

● OUT OCTOBER

## COMMENT



I played Gator until my fingers bled but this is in a

different league. From the flip off it's extremely addictive with so many varied bonuses to discover, not to mention learning how to use them. Every table requires heaps of practice. A very realistic simulator and a superb package. The only quibble is the lack of a two player game, but who cares when it's so good?!

Dan

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

92%

## Mean pinball



*Your destination gets further and further away and your potential score grows ever more awesome*



*Hurry hurry, there's a 20 million bonus up for grabs, but folks, it's for a limited period only*



# REVIEW



OFFICIAL RELEASE

## DATA

### SOFTWARE HOUSE

● OCEAN

### SUPPLIER

● OCEAN

### PRICE

● £24.99

### RELEASE DATE

● OUT OCTOBER



Don't worry about this fall, you won't even pick up a single bruise or scratch



# ROAD RASH

**B**illed as the meanest bike race ever, Road Rash takes a screaming ride onto the small screen. Each racer is an arch enemy of yours and they will do anything to prevent you passing the line before them.

You see, this is no ordinary race, there's plenty of unfriendly rivalry here. This results in dirty tactics a plenty. Fists are gonna come flying in your direction regularly. It's up to you to use your skill and timing to punch them twice as hard.

Winding roads and traffic from both directions are just a couple of the obstacles to overcome on all of the five courses available.

The more races you win the more buying you can do. A choice of six different bikes is open to you

**Born to be wild! Pull on your helmet and ride your steed to hell and back. Keep that throttle open and let's burn some rubber...**

each with varying specifications.

Ultimately you will have to watch for speed cops who are out to get you. After all, this racing lark is highly illegal and you won't want to spend the night in the slammer will you?

### Motor runnin'

Although initially the overall look of the game impressed me, it soon became apparent that it played very poorly indeed. The bike could sometimes move through stationary objects and other times not.

Punching a bloke from his seat is near impossible! The bike itself, however, responds pretty well to your commands which comes as some small relief.

If an "accident" does occur at some stage due to somebody's fist or a passing vehicle, your rider will



Rumbled fine style by the rozzers. Don't stop for anyone. You're on your own

fly through the air, hit the road and roll around for a while. Then he stands up and strolls back to his bike as if nothing had happened.

This is the most fun part of the

game to be honest. It's fun having compos with your buddies. See who can do the most impressive fall or get run over the most times on the way back to your bike.

Whether you are on your mega fast twin turbo 1100cc road burner or your Vespa, the scrolling up and down the hills and round the corners is spectacular. The only thing missing is the feeling of the wind rushing through your hair as you hit top speed.

As far as the in-game tune goes, it would be ideal in a puzzle game rather than an action driving sim.

Overall this looks like a rushed version of the unimpressive 16 bit original. It has the potential to be a classic but fails to hit the mark.



## COMMENT



Sadly my hopes for this ride-a-thon were dashed the

moment my bike's wheels began turning. The bikes and riders looked fine and the scrolling was fine but as for the gameplay, where was it? Punching people from their seats quickly became boring and I found my mind wandering to distant places. Nice try but not good enough. There isn't much else to say really. Next! **Andy**



Keep those fists flying! They're your only friends. Punch as many people as possible to pass



Cars approach with little or no warning. Keep your wits about you at all times

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

**53%**



ocean®

# Dennis



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM™

**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**GAME BOY**





OFFICIAL RELEASE

# JURASSIC PARK



The dinos are out to stop our hero boiling their eggs, or whatever he does with them



Always be aware of dangers that may be hiding in the trees somewhere



Spit the Dog would be proud of this veiny green monster heading towards Grant



The most hyped movie of all time has now finally hit the 'Boy in a somewhat smaller form. Honest, there won't be any dinosaur puns hidden in this review...

**M**ovie licences come and unfortunately they disappear almost as quickly. This boils down to their tendency to have a rather hit or miss appeal on the whole.

There have been a fair number of completely useless licences in their time - Home Alone anyone?

Back onto the subject at hand, Jurassic Park contains a whole bunch of the movie's dinosaur stars together with level after level of prehistoric monster mayhem!

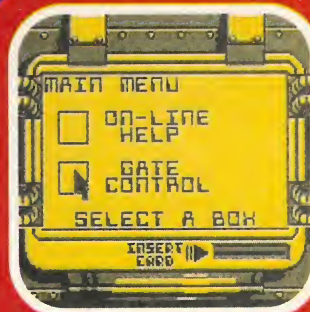
T-Rex is here, the spitting one's here and just about every other dino from the movie. Can't recall what they're all called right now so its probably best, for me anyway, just to give you descriptions rather than try to spell their names.

## 2nd OPINION



Hmmm! After being filled with thrills by JP on the big screen, I was a mite disappointed by the green screen conversion. The lengthy collect 'em up levels are fairly tedious and the bits in between are nothing special. The bigger dinos move well and the use of terminals is nice. It's a pity some of the more exciting scenes from the films weren't included to liven it up a bit. The game covers a massive area, however, and it will most certainly take some playing.

Dan



All computer terminals will give you access to the Main System if you insert the card



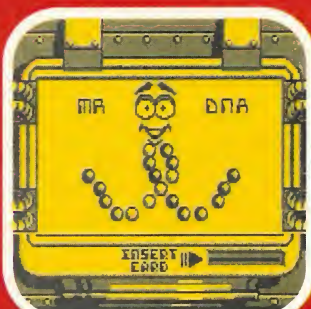
# SSIC PARK



These three horned beasts have the weight of a loaded cement mixer each



Nessie makes an appearance just as Grant believes he's free from all monsters



Even Mr DNA makes a brief appearance through the computer terminals

Jurassic Park the game doesn't exactly follow the plot of the film but the characters are all here in some way. Even Mr. DNA pops up to lend a hand. Each level is divided into two sections. Both have to be completed before moving onto the next mission.

Rescuing your buddies seems to be the order of the day, along with restarting the

power supply, and various levels spent collecting or destroying dino eggs.

Although collecting dino shells becomes a little tedious after a while, the other sections grab your attention and require loads of skill and concentration.

A briefing beforehand tells you what to do and where to go, so whether it's opening the main gates, rescuing Tim from being crushed by a stampede of some very ugly three horned dinosaurs or avoiding the rather short-sighted T-Rex you can't say you haven't been warned.

While collecting the eggs you will see numerous lamp

post things in the open.

The posts are linked to the Central Mainframe Computer of the park but unfortunately you have to have the correct security card to use it. These can be found on your travels around the enclosure.

## Stegosaurus

Graphically, the dinosaur sprites may not be quite as terrifying as in the movie but they do give the impression that the human heroes are very insignificant, absolutely puny in fact.

The gameplay is nice and simple, with a choice of four weapons and erm... that's all

you need to worry about really.

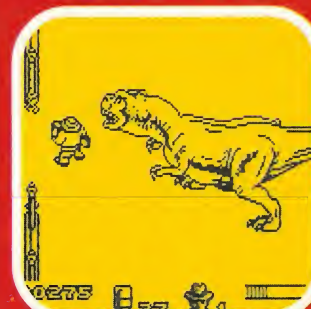
The shots vary in strength from weak to strong. The pick of the lot is the Bola gun which fires a whopping, spinning, three rounds at once!

You'll know if you have the right cards for the doors or computers, so it's as easy as that in all honesty.

Some very nifty handling of a raft is required to get up



The T-Rex searches for it's meal, perhaps it should have put it's contacts in...



Grant makes a sudden movement and dashes to the exit for safety - all to no avail



Levels come and levels go, here Grant is given a full brief of the mission ahead...







The logo for 'GB Action' features the letters 'GB' in a large, bold, yellow font with a black outline. To the left of 'GB' is a grey, three-dimensional plus sign. Below 'GB' is the word 'Action' in a smaller, bold, black font with a white outline. The entire logo is set against a red background.



# CHRISTMAS CRACKERS

Join Franky for more madcap adventures!  
 • 20 huge levels including 4 bonus levels all on a massive 8 Mega bit cartridge.  
 • Also coming soon for the Nintendo Entertainment System.  
 • Out Now! - Dr Franken 2 for Nintendo Game Boy.  
 © 1993 Motivetime Ltd.



Join Freddie and Frankie for the adventure of a lifetime!  
 • Programmed on a 2Mb cartridge (2 to 4 times the size of most Game Boy game cartridges!).  
 • Huge playing area of 790 screens.  
 © 1993, Elite Systems Ltd



Fantasy role playing at its best!  
 • One of the biggest role playing games ever created  
 • programmed on an 8Mb cartridge and including battery back-up.  
 • With 16,000 3D locations.  
 © 1993 New World Computing Inc.



Prepare yourself for the most mind-blowingly addictive puzzle game ever!  
 • Full password re-entry system.  
 • Bonus icons, traps and special features galore and the clock keeps ticking away.  
 © 1993, Elite Systems Ltd.



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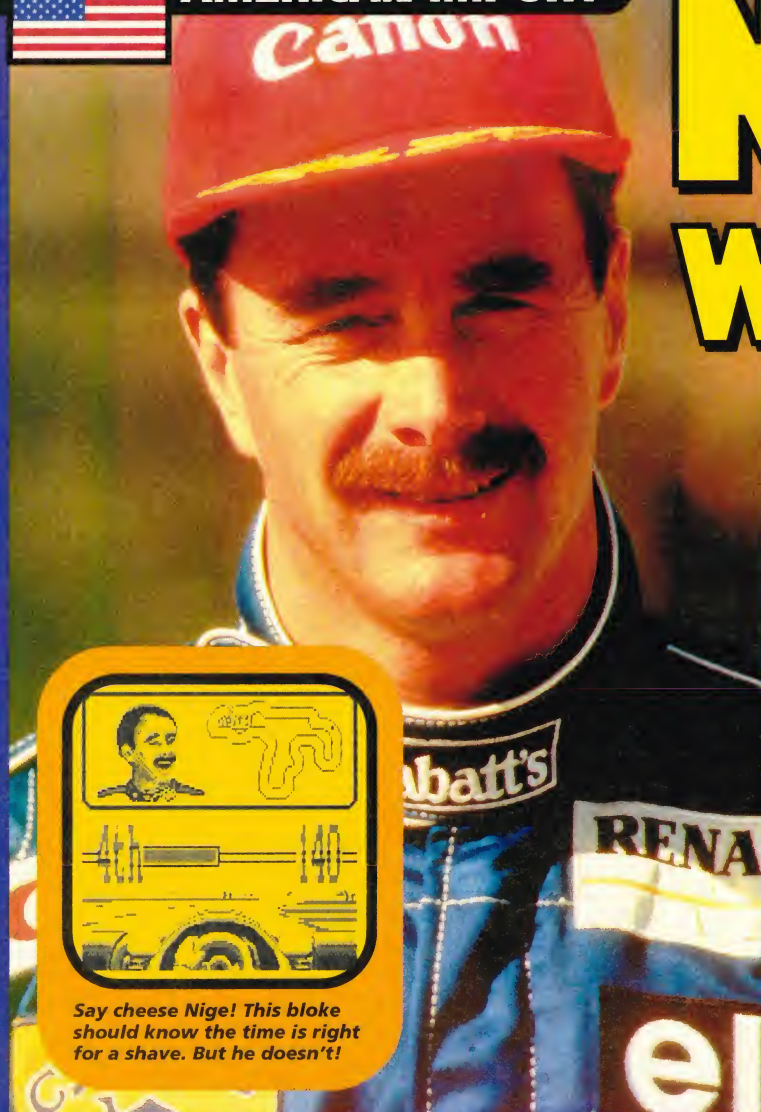
**elite**



# REVIEW



AMERICAN IMPORT



# NIGEL M WORLD CHAMP

**Isn't watching the Grand Prix on TV fun?! The in-car camera, the speed, the thrills, the not having to pay £58 to get in, plus being able to lie on the bean bag and play on the GB at the same time. Nige has left Formula One to race Indy Cars, so guess who gets to sit in his driving seat and race his car? You!**



*Say cheese Nige! This bloke should know the time is right for a shave. But he doesn't!*

Like the main game, the emphasis here is on skill and control, rather than all out speed. Beat the clock and you get a go at beating a tougher time in a faster car. Get around six or seven times and you'll be good enough to race. At least on that course.

Your favourite famous circuits are represented in all their glory from the hilly heat of Kyalami, South Africa to the tight chicanes of Monza, Italy.

Width of track, tunnels, weather conditions, hills and road surface are all accurately represented together with the rather obvious layouts and background scenery.

The variety of each course is beautifully conveyed, different tracks need different tactics and even "different" cars.



*Brakes on! Change those tyres and get outta this place as quickly as possible*

The racecar tune up section allows a much needed tweak on your speedster technicals. Tyre choice ranges from "Hard" for durability, and "Soft" tyres for better grip, to "Wets" for when its erm...wet.

Aerofoil alterations change the balance between the car's accelerating and cornering ability.

## Quick pitstop

The most obvious change comes in the gear ratio setting - "Low" gives dream acceleration but a reduced top speed, "High" gives loads of speed but a sluggish response to the accelerator pedal and of course "Medium" gives a tidy compromise. Manual (for the pros) or automatic gears must also be selected before you begin racing.

Before getting to the grid A qualifying lap is a good way to

**C**limbing into a mega fast multi million pound car might be a little daunting. So before you start you can sit back and watch Nigel race round a lap of your choice.

Along with the digitised piccy of Nigel (wow) you receive relevant info such as the present gear and speed. It's more useful than a

straight demo mode but there's more fun to be had elsewhere.

It might be an idea to start off on the Driving Schol option. No reverse parking or three points turns here.

Starting off on whatever track you've chosen, you drive a limited speed car against a digital clock that ticks away manacingly. The aim is get around in the target time.

*Hot on the rear wing of the leader, Nigel tries to pull off a spectacular move*



*A slight case of under steering leaves Mansell off the roadside. Try to get back as fast as possible*



*They're off! The green light gets the race underway. Plough through those gears and burn*



# MANSSELL'S CHAMPIONSHIP RACING



Pedal to the metal in this all action racing sim. The moustachioed man battles on



A wet Spanish Grand Prix. It's a good idea not to put slicks on your car for this reason

advance a few positions, if you're good enough. Pole Position is extremely hard to reach.

In the big race you will need to take a pitstop and replace those tyres. This simply entails pulling in

and stopping. Three ace mechanics run on and do the necessary. The annoyingly realistic thing is that while you're sat there, everyone else is flying by.

The other drivers are no idiots. They're also split into three levels of ability. You can easily be tyre to tyre with the leader and then be held up by some slowcoach backmarker.

Seconds matter, and as all the racers hug the racing line overtaking can prove very difficult on certain courses. It's a lot easier if you do well in qualifying.

## Victory or bust

The 16 tracks certainly take some playing – even qualifying for one of the twelve grid positions takes a lot of doing.

With weather, gearing, and the ultimate challenge of completing a full season, this game will have you playing for months to come.

The presentation is very comprehensive, from explaining the technical configurations to Nigel's history, the booklet tells you everything you could possibly want to know.

User friendliness is a phrase that comes to mind as it only takes a few button pushes to return to any menu you want.

By the way, your current settings are all retained if you should restart out of frustration, as I'm sure you will.

Passwords are included, so the



This is the course for the erm... Japanese Grand Prix. What did you expect me to say?



Mansell goes for the shade in the tunnel. A momentary break from the scorching sun

16 race season doesn't have to be got through in one sitting. The season takes a few hours in itself so time for me to get back to it.



Just a case of showing off really. This is me winning a race, my sixth actually

## DATA

### SOFTWARE HOUSE

● GEMETEK

### SUPPLIER

● CONSOLE PLUS

### PRICE

● £21.99

### RELEASE DATE

● OUT NOW

## COMMENT



I feel the need for speed, and this more than

satisfies it. Smooth, slick and speedy, there is a slight resemblance to Jeep Jamboree. The gameplay is even better! This stands as the only race game to buy. My fingers ache just thinking about it. The full season really takes some playing and I love it! After winning on Mexico I've only got 15 more tracks to beat. Wonderful!

Dan

## SCORE

### GAMEPLAY

●●●●●●●●●●

### LASTABILITY

●●●●●●●●●●

### PRESENTATION

●●●●●●●●●●

## OVERALL

92%

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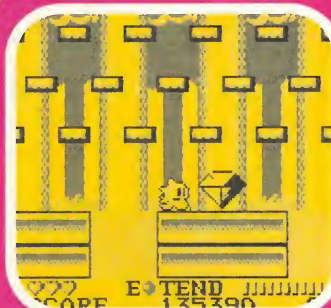


# REVIEW



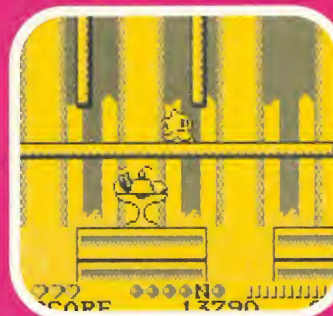
**AMERICAN IMPORT**

**Bub and Bob, the two cool dinos, are back. After a jolly romp through Bubble Bobble and a tough time in Parasol Stars (originally BB 3, despite the brothers donning Frank Sidebottom heads), the boys return and this time they're even cuter!**



*Diamond's are a girl's best friend. I prefer high scores and EXTENDS - better collect it though*

*A giant ice cream treat awaits. I hope he can eat it before it melts and goes all sticky*



# BUBBLE BOBBLE

**T**he Village Friends have been captured by the evil King Great Skull! And so with another implausible storyline, it's time for you to don your cute suit and jump with glee at the prospect of over 80 levels of platform fun. Yippee!

Equipped with an endless supply of Hubba Bubba, you have to capture Skull's evil hordes inside your gigantic bubbles. Once a nasty is bubbled you must burst his bubble. Nasties go pop!

This ingenious talent would be spectacular enough but combined with special multi bubbles and hover bubbles our bouncy baby brontasaurus friends are truly a handful for any enemy.

Apart from having been powered up in their absence, they are much the same little darlings they were in Bubble Bobble. A game which would be a classic, were it not for the lastability destroying password system.

This system returns, with a fresh selection of nasties and an incredible range of bonus items provide something new.

Veteran platformers will find it a dream to get into - bonus items drop from the sky as the baddies are dispatched, and fast level clearances award big, bubbly bonuses.

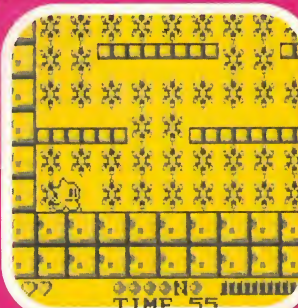


A lot of natural disasters await, which must be used to your advantage - Fire, Water, Thunder, Wind, Stars and Light Ions all need careful handling. Level warps and hidden levels await the more advanced platformer.

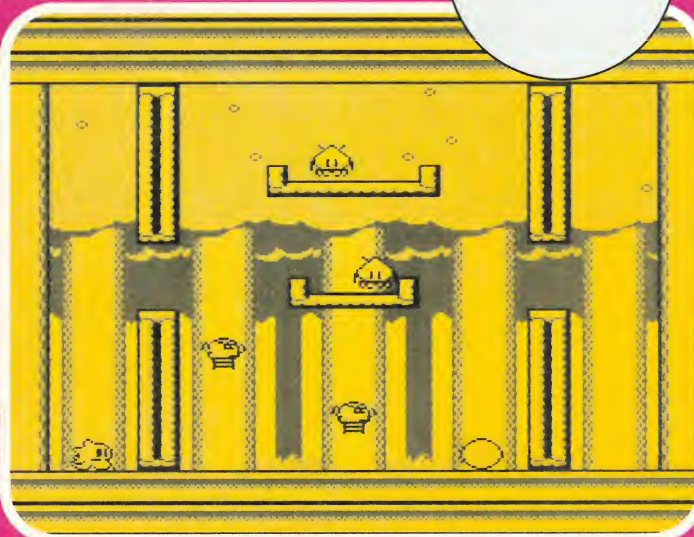
## Floppy sloppy

While the platform perfect action runs nicely along through the 80 levels, the scenery changes, showing off the usual woodlands and castles found in these games.

End of level monsters are bigger than many and need to taste the full arsenal of your bubble blowing skills. Most of them move freely along the screen making



*So many points to collect and so little time - life's hard when you're so cute*



*If you go down to the woods today, be sure of a big surprise!*





A shiny ruby hangs precariously above some nasty spike. My magic bubble will save the day

A map of Skall's evil kingdom might not be useful, but looks nice between the levels



Spanner throwing clockwork nasties aren't to be toyed with. Jump, jump, blow 'im away

# BUBBLE 2

I'll show you who the cutest cutie in the world is, you dinosaur!



trouble and use of platforms becomes more important than simply standing there blasting, or rather, blowing away.

The real excitement comes from pick up items – a big bell means powerful magic items will appear, a big coin gives five lives and an umbrella warps three stages – which you'll often see at the other side of a baddie packed screen!

Certain pick ups must be

collected or you won't be able to finish the game, but you won't know which ones you needed until you get there!

## Cutesy wutesy

In the best traditions of arcade gameplay a hurry monster appears. Instead of a boring old clock tick-tocking your life away, Sawbones appears, flying straight in for the kill, and he won't rest 'til you die or clear the level.

Comparisons with a certain other dreamy bubble blowing platform trip are inevitable, especially with Bub's newfound flying ability. However Bubble Bobble predates Kirby's by a good few years in its original arcade form. Comparisons aside, it all

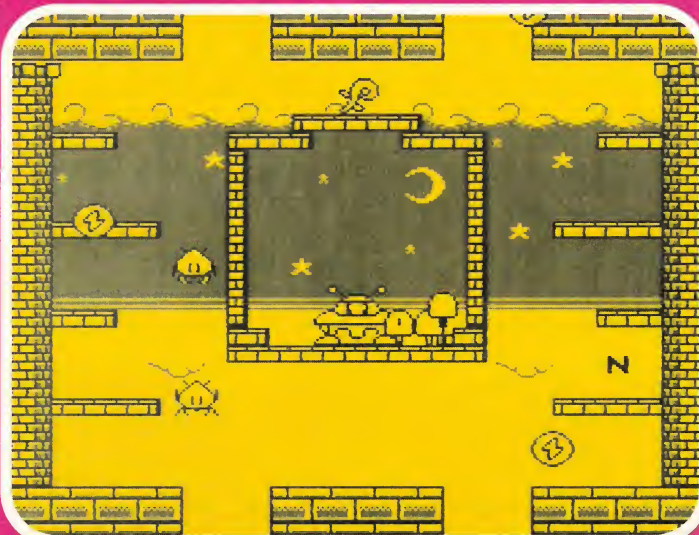
comes down to playability and this has bags of it.

Many of the levels require a combination of flying, jumping and deft shooting so it demands much more concentration than certain scrolling platform games.

The password system once again makes it much easier to progress than it rightfully should be. The lure of secret rooms, hidden bonuses, not to mention high scores all improve its lastability over many password games which give no incentive to return.

The all round huggerability of the cart makes it an excellent gift for younger players. Older, tougher, Mario-hardened platform addicts should look elsewhere for their prolonged playing pleasure.

Devoted Bub fans will love the added features, though the similarities are obvious. At first only the layouts are different, but this soon changes. It quickly develops into a fun filled bubblicious game in its own right but is perhaps a little easier than it could be.



The thing in the cage makes baby nasties, and eats ice lollies!

## DATA

### SOFTWARE HOUSE

● TAITO

### SUPPLIER

● CONSOLE PLUS

### PRICE

● £21.99

### RELEASE DATE

● OUT NOW

## COMMENT



A fine platform romp that offers little new but

does it extremely well! The opening levels are deceptively easy but things soon toughen up. I've got a lot of time for this game, and while it's by no means an essential platform purchase, it's a great introduction to Bubble Bobble. If you missed it first time around then take a look. A definite improvement on a very good original. **Dan**

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

**89%**

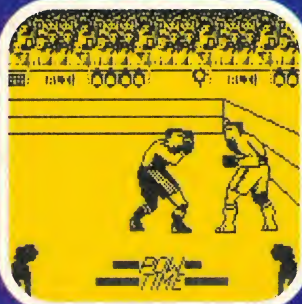


# REVIEW



## AMERICAN IMPORT

**The GB Boxing crown is up for grabs with George Foreman's not getting past the weigh-in. The scene is set, the house lights are down, ladies and gentlemen, in the blue corner, it's the man who floats like a butterfly and stings like a bee – the one and only Muhammad Ali!**



*Perhaps if I hide behind my gloves, Big Ali won't see me! Worth a try, though*



*In the midst of the big fight, Bomber Bloggs finds his missing watch!*

**I**f you want to be the undefeated champ of the world, at the peak of fitness, then sadly this isn't the game for you.

Starting off at the bottom, the very bottom, you have to fight your way up, which is just as well, or what else would you have to do? You kick off as a weedy novice who can just about climb into the ring and fight..

After choosing the number of rounds you have to pick between a single fight or the glamour of the

title trail. The single fight is just a straight boxing bout, two mean bruisers smashing blow after skull-crushing blow into each other.

The action is all there with knockdowns, scoring, blocks and punches. The skill, however, is not.

With a selection of only four standard punches and a block, it quickly becomes a case of just



YOU WON BY A K.O.  
MORE

*Hey! I know you'll all love my new boxing sim 'cos its knock out! Well, I think so*



*You can punch, block or even lie down for a well deserved rest! Impressed?*

# MUHAMMAD ALI HEAVYWEIGHT

## The Fight Game

SELECT NEXT OPPONENT



*Select next opponent or try to pull a mean face - this game is full of options*

REMAINING TRAINING TIME: 07 WEEKS



SPARRING

*Punchbags, skipping, weight training, all in a day's work for a top heavyweight contender*

## 2nd OPINION



Muhammad Ali was only the greatest boxer to have graced the ring and it's fitting that this is the most impressive boxing sim to date. The sprites have realistic punches and movements but only having two choices is disappointing. The training option, although adding a new dimension to break the tedium of your slugging matches doesn't challenge you in any way! The ultimate disgrace for any game is to be completed quickly. I did Ali on the first attempt. **Andy**



hitting the buttons and block.

Stamina and immediate energy are both displayed but as long as you're standing you're in with a chance. You can be about to expire from exhaustion when with a flurry of blows you somehow manage to KO the opponent. The KO blow draws inspiration from a certain other well known beat'em-up.

### I'm the best

When your competitor is staggering you get invited to hit him with your combo, a fatal foursome of blows that floors the fighter and leaves him shaking his head in misery. Well, isn't that just a standard box'em-up? No.

The combo can be customised to incorporate jabs, hooks and body blows in the training option.

That, however, is the least of the features in the management training section.

Whoever said boxers are all punch drunk wasn't talking about the ones playing this! You have to use your head, and not just as a punch bag.

The fight game is all about



*Ughh! A solid blow to the stomach and even Muhammad Ali sags like a rag doll*



*Pulling ugly scowly faces doesn't scare anyone. Makes you feel better though!*

cash on the table. The low ranking bruisers will happily go their eight rounds before collapsing in a heap, for just a few thousand.

The champs, however, won't get out of the bath for less than a few billion.

To raise the dosh you have to fight, fight and fight again. Some of the easier sluggers have to be humiliated repeatedly in order to build up the cash needed to lure the big boys into the ring.

Time now to build up a bit, leap up through the rankings, and make a packet while you're at it.

### I'm the greatest

The Training Menu allows Ali to pump himself up. Along with the usual weights you can punch different bags, skip, run or spar, or at least the GB can.

After selecting an option you simply get a status screen showing how it's affected your power, speed, accuracy, stamina and overall form. Each has a top limit, which increases as you gain experience and move up the ranks.

Tasteful use is made of digitised graphics to represent the fighters on the menu screens.

Ali shines that famous smile, but should he take a fall he'll glare in a moody fashion.

Recovery time after each fight is taken into account and adds a further twist to the wheeling and dealing. If this is all too much you can always skip the planning and get on with the punching.

Thankfully, a password option saves you from facing the twisty-turny title-trail every time. Trouble is with 16 characters it's a pain to keep entering if you just want a quick shot at the title.

This game has some depth. The Ali character has one strong personality. Round One...

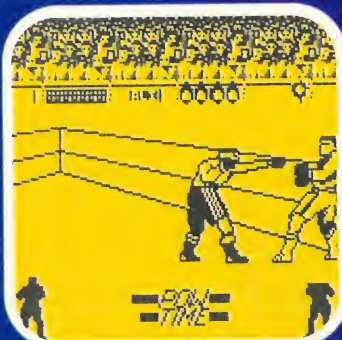


# AD ALI BOXING

money. Fighters want a big purse to get into the ring with Ali – no, not somewhere to keep their lipsticks, bus tickets and loose change, but a fat fight purse.

Everyone wants to make some money. The higher the fighter's position in the rankings – there's 32 places in all – the larger the wad of

## Floats like a rubber ring



*Bomber Bloggs jabs with his incredible telescopic arm, Ali floats out of reach*

*Bomber's incredible onion breath hits Ali harder than a very hard thing, and he's reeling*



*Ali checks his laces, a vital part of every serious boxer's equipment, and yes, they are tied!*

## DATA

### SOFTWARE HOUSE

● VIRGIN GAMES

### SUPPLIER

● CONSOLE PLUS

### PRICE

● £21.99

### RELEASE DATE

● OUT NOW

## COMMENT



The presentation packs quite a punch, but the game

fails to follow it up. The simplistic fight action quickly gets repetitive with the limited moves available. Lastability is a problem. Most fighters can easily be KO'd in the first round. It's a fairly well thought out package. The managerial aspects do add something, but not enough to compensate. It's not the knockout it should have been. **Dan**

## SCORE

### GAMEPLAY

●●●●●●●●●●

### LASTABILITY

●●●●●●●●●●

### PRESENTATION

●●●●●●●●●●

### OVERALL


**65%**



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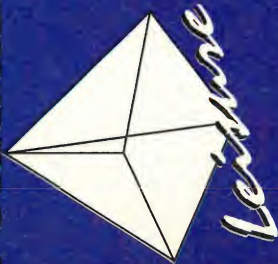
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# PREVIEW



The brat grins and lets you know exactly what's happened throughout



His trusty water pistol only destroys a few of the nasties so choose carefully

**D**ennis the Menace originated as an American comic strip and has recently been released as a movie, written by John "Home Alone" Hughes. For its UK release the title was understandably changed to "Dennis" in order to prevent confusion with our very own Beano's bad boy.

The movie itself stars veteran Hollywood funny man Walter Matthau as Dennis' long suffering and understandably grumpy next door neighbour. The bad boy Switchblade Sam is played by none other than Christopher Lloyd (Who Framed Roger Rabbit?).

Mason Gamble plays the part of the young star of the

Ever heard of Dennis the Menace? No, not the famous Beano character. The American nipper with an attitude? Surely the movie Dennis rings a bell? Well, here's the game...

show. Why do they always insist on having young blonde brattish boys to play the kiddie lead nowadays? Home Alone has a lot to answer for!

Anyway, if you didn't know by now, wherever Dennis is mischief and mayhem always abound. You guessed it, he's a bit of a prankster.

## Blonde bombshell

In keeping with this Ocean unleash their next movie tie-in. They do seem to be releasing plenty of stuff at the moment. A lot of them Movie licences. Apparently they're pretty high on the agenda at Ocean.

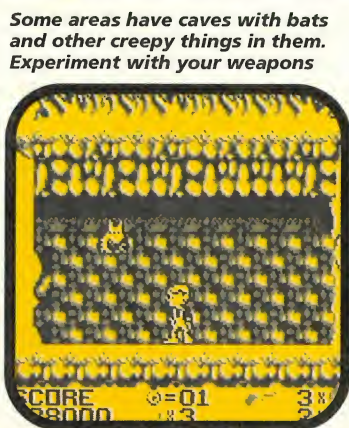
Dennis is a popular lad and has absolutely loads of friends. This is his problem. Unfortunately, they've all been kidnapped by the nasty Switchblade Sam. To pile on the problems our hero is also being framed for the stealing of Mr W's prized coin collection. As if our main man would do something like this.

It's up to you to take Dennis through all the danger packed levels from the hot dingy basement to tree-borne passages with numerous hidden

# DENN



Linford Christie posturing ahoy! Dennis will hopefully be OK running on these branches



Some areas have caves with bats and other creepy things in them. Experiment with your weapons



A beautiful action shot showing the similarity between Dennis' running and a frogs leaping

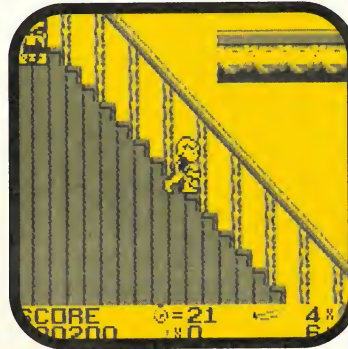


# MIS



Ultra violence. Had this not been a water pistol then I'm sure some fuss would have been made

Here's the mean bloke who receives a soaking from Dennis' water pistol



Half way down the stairs is a stair where I sit.. there isn't any other stair quite like it. Classic

doorways or even a flooded underground labyrinth.

As if this wasn't all too much you still have to outmanoeuvre an army of ants and some fierce bulldogs!

With all the hype the movie collected, Dennis the game already has a fair amount going for it, not least for its cute, but bratty, central character. Macaulay Culkin, where are you now? Getting a bit old aren't you? Past it at 12! Ah well! Easy come, easy go!

Due for release in the near future this quick moving platform extravaganza looks set to sweep the floor with other releases due at the same time. Well, it looks a lot better than most anyway.



Bizarre happenings inside the Wilson household. A boxing glove gets a life of its own



The stolen coins are dotted all over the place. Dennis has to retrieve as many as possible

There's no let up in pace at any time. Some extremely quick scrolling sees to that. You'll need to sharpen those reaction times up to cope.

Armed with a catapult and a water pistol, it's up to Den to rescue his buddies and restore his good name. Not until he has collected a vast batch of coins, explored the numerous rooms and sub-rooms to locate his friends can he relax into his mischievous ways again.

## Dashing Dennis

Each level is against the clock so there's precious little time for errors in any direction. Spend too long in a certain room looking around and that could be it.

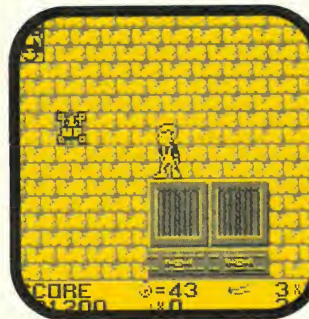
It's not a lot different from the typical platform game in all honesty. You run, explore, collect bonuses, try and get extra time before leaving the stage as quickly as possible.

At this moment in time it's looking impressive. Fast, challenging and fun, three vital ingredients which more people should pay attention to. Too many licences have been slung together in no time at all, with no thought put in. This is always shown by the resulting game. With a mass of levels and choice of weapon, Dennis looks set to be a smash. For a full review simply look in GB Action next month. Things are looking

good for Dennis. The cute, but ever so cheeky, scamp looks set to be onto yet another surefire winner! Better take cover!



More mayhem and danger is in store for Dennis as he gets through the levels



Inside the Wilson's house it becomes dingier as he reaches the basement



The hero looks miserable. And rightly so. He's failed to rescue his buddies

## DATA

### SOFTWARE HOUSE

● OCEAN

### RELEASE DATE

● OUT NOVEMBER



# PREVIEW



# TOM AND JERRY 2 FRANTIC ANTICS

Following in the pawprints of Felix The Cat and Speedy Gonzales, Tom And Jerry "Frantic Antics!" is the latest cute cartoon platform licence. If the thought of Tom being pancaked by a piano or butchered by Butch fills you with delight then this is the cart for you! Almost...

**A**las in the caring sharing 90's Tom and Jerry are best buds, and are more likely to be smothered by an extra friendly hug than be bashed by a baseball bat.

Taking their lead from the recently released feature length film, Tom and Jerry work together (for the first time since the 70's), in order to save their cutie little friend Robyn Starling and ease her worldly woes.

Set over a map full of varied platform levels, the two friends must search through stage after varied stage, either to find necessary items or beat the end-of-section badfellas.

Platformers are as old as the hills, thankfully this one picks some of the fave features to keep the fun factor high.

Levels played in darkness fit in snugly simple platform maze



*Miaow! I think I'm falling, I'll just cover my eyes and hope for the best*

sections and simple Mario-like runabouts. Between every stage Tom and Jerry give you a short message, accompanied by a pretty picture.

The controls are easily grasped, giving Tom cat-like agility. Surprisingly Jerry has

cat-like agility too, since both have the same controls and identical abilities.

Jerry takes a break from his fridge raiding antics to gobble the chunks of cheese that litter the landscape. Tom's tastebuds tingle to the fish that are scattered everywhere.

## Fred Quimby

Feasting refreshes the old energy bar but not as much as a biscuit which if the four quarters are munched gives you a whole new life (must be a chocolate Hob-Nob).

The many other characters coming and going include the stern faced Auntie Figg, the yappy Ferdinand the Dog and the mischievous Dr Applecheek who likes to turn out the lights just as you stand atop a precarious platform!

With the usual continues, passwords and an unusual non-linked two player game, this

cart has plenty of player appeal.

The tracks are still hot from the excellent Speedy, it's going to be cat and mouse as to whether this deserves a place at the very top of the pile.



## Let's be friends



*When the toys turn nasty, it's time to curl up in a ball and pretend this isn't happening*



*Now then, little nice doggie, you're much cuter than Butch, our old dog, Grrrr! Pardon?*



*Could this be a secret room? Perhaps I should explore, and help my friend, Jerry*



*What's the definition of pain? I thought platformers were supposed to be fun*

## DATA

**SOFTWARE HOUSE**

● **HITEC XPRESSIONS**

**SUPPLIER**

● **OUT OCTOBER**



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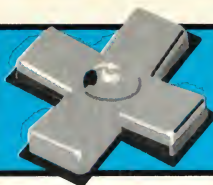
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# PREVIEW



**Until now, two player link up games have never really rivalled Tetris. However, in Goal! we may well have a serious contender...**

# GOAL!



*The action follows the ball throughout – it gets hectic whenever it's in play*



*This sorry screen says it all. The worst way to lose a footy match is by penalties*

## DATA

**SOFTWARE HOUSE**

● **JALECO**

**RELEASE DATE**

● **OUT DECEMBER**

**F**ootball has never been, nor should it ever be, a game for just one player. It's fine to hoof a ball against a wall but even the most dedicated players need some form of opposition.

Jaleco, those lovely people, are the pioneers of two player footy on the Game Boy. So you need two carts. So what?

The single player option is good enough to practise on and by the time you've come somewhere near attaining a decent standard you'll be itching to invite a friend round for a high speed match.

## Haway the lads

Is it really possible to have an eleven-a-side game of footy on the Game Boy?

Probably not, at least not with the 'Boy's present dot matrix graphic capabilities. Jaleco have sensibly limited numbers to an eight-a-side extravaganza.

A small section of the pitch is in view when the ball is travelling along the deck, but when it's



*In the scandinavian derby, the Swedes take the lead with a flying header*

booted upfield the perspective switches to a more distant elevated view. This adds drama to the proceedings as you battle the opposition for possession.

Goal!, surprisingly, is far from the simplistic copout any Game Boy footy game could easily be. Before



*The match has gone to penalties after a thrilling high scoring draw – the tension mounts*

*When the ball is launched upfield, the view switches to a more distant perspective*



# CATCH HIM IF YOU CAN







you start, the options screen allows you to select auto or manual goalkeeper. Match times range from a fleeting minute each way to a battery battering full 90 minutes.

Fouls, offsides, and music can all be turned on or off and there are two control methods.

There's a choice of sixteen sides - you could do a lot worse than choose England. The realism had to

end somewhere I suppose. Maybe this fault will be ironed out in time for the release!

### Head kicked in

Team formations even come into the reckoning. The most attacking option is the 2-2-3 system (two defence, two midfield, three up front), whereas the 3-3-1 system places the emphasis on containing

the opposition and launching surprise attacks on the break.

The strategy element is taken a step further in that each squad has its own strengths and weaknesses.

Only trial and error will lead you towards learning which formations suit which teams. There's a depth to Goal! that is rarely apparent in Game Boy carts.

If the scores are still level after extra time, the perspective switches and you are plunged into the penalty shootout.

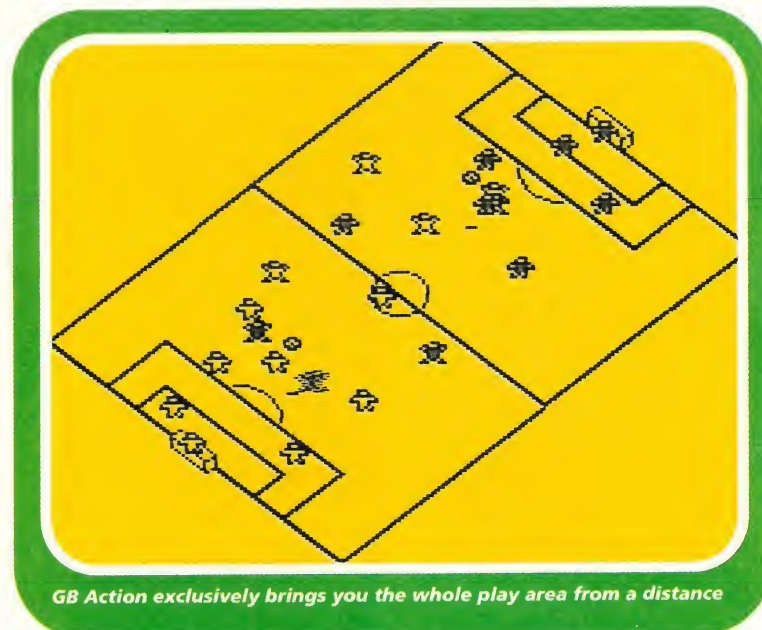
In a scene reminiscent of the shootout on the Super NES's Super Soccer (viewed from behind the penalty taker), it's time to do or die.

You can't fail to hit the target, but if the 'keeper guesses correctly then you're in trouble.

Of course, you've got the chance of saving when you're in goal, but it's not exactly easy, especially when you're under this kind of pressure.

For instant gratification, the option is available to skip the game and plunge straight into a shootout against the computer.

Goal! is shaping up to be probably the best footy sim available. Will it take footy on the game boy to a higher strata?





# Speedy Gonzales

SUNSOFT

THE WORLD'S FASTEST MOUSE ON

GAME BOY

2 megs on Game Boy! Arriba Arriba Andale Andale-it's fast!




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# Stimpy's Big Day



Ren shows how TV has rotted Stimpy's brain: Stimpy silences Ren as his favourite TV show begins...



The show's sponsors, Gritty Kitty Litter, run a compofor viewers to write a poem and win \$47 million, Stimpy sets to work...



Stimpy's appalling poem wins, but when the sponsors arrive with the prize, Ren pretends to be Stimpy by munching on a helping of kitty litter



**The Ren and Stimpy show is the brand new cult cartoon series from the States. The wacky lead characters already inhabit two Game Boy epics. But just what are they? And how did they get that way? And why has no one heard of them before?**

**R**en and Stimpy are animated hairballs wrenched from the mind of a tortured genius named Jon Kricfalusi.

The company that did the wrenching is Nickleodeon, one of the many US companies jostling for position to supply an endless stream of Saturday morning animated series for the delight of American children everywhere.

However, Nickleodeon was aiming for something different from the standard fare.

"The concept is that we wanted to make cartoons that were visually different from one another," said Vanessa Coffey, Vice-President of Animation for Nickleodeon, "and written differently, so it didn't look anything like Saturday morning, which all looks the same."

They sent out the word that they were looking for animator's projects with characters and ideas close to their creator's hearts.

John Kricfalusi was one of those who pitched the Nickleodeon bosses. They decided to commission the pilot of Ren and Stimpy. The rest, as they say, is history.

Ren is a hyperactive chihuahua - he's short-tempered, highly-strung and frequently violent. Stimpy is his cat friend who takes idiocy to new depths.

Stimpy's tongue only lolls around outside his mouth because



# Who ARE those guys?



he's forgotten to put it back in.

An individual unhinged episode may begin with the pair homeless and half-starved, or being blasted into space, or playing at Robin Hood, and usually end with them facing certain death.

## Eww, gross!

In between, there may be references to hairballs, dog-breath, kitty litter, magic nose-goblins and other substances way too gross to mention in a family magazine.

Instead of being shackled to the ironclad script of a single writer, Ren and Stimpy is written by the cartoonists themselves, as the images develop. The end result of this radical approach is that the character's faces convey actual

emotions, their bodies move with an expressiveness sadly all too rare on TV, and physical distortion rules the day.

Work on the pilot was carried out by Kricfalusi's newly formed company Spumco and the end result was "Big House Blues" a joyful tale all about Ren and Stimpy's imprisonment in a dog pound.

After this was successfully test-marketed and found to be popular with all ages, Nickleodeon decided to go ahead with an initial series of 6 half-hour episodes.

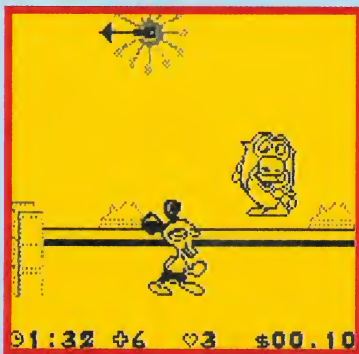
A second series of 20 was later cut back to a further 13 completed episodes. They were very popular, and a hit show was assured.

This was where the trouble began. Spumco began having trouble meeting transmission deadlines, partly because of Kricfalusi's passionate desire to produce the perfect show.

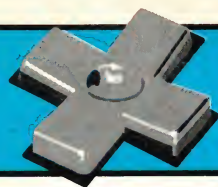
There were censorship problems and squabbles with Nickleodeon over budgets and storylines. Ironically this and a number of other factors led to Kricfalusi being fired from his own creation.

However Ren and Stimpy look set to continue into a third series and they arrive on BBC2 some time this autumn.

Rob







# THE REN & STIMPY SHOW 2 VEEDIOTS!

**With Ren & Stimpy already having a substantial cult following over in the good old US of A, it's time for us Limeys to discover what all the fuss is about...**

**W**ithout having seen the show in its entirety, the game buying public didn't catch on to the original Ren & Stimpy game as much as THQ would have liked.

Now that the BBC have snapped up the series and provisionally scheduled it for an early evening slot on BBC2 people will soon see for themselves exactly what all the fuss is about!

The Veediots seem to be arriving just in time for UK punters.

The outrageous storylines and humour on the level of both adults and kids should ensure the show securing the same kind of following over here as it has the other side of the Atlantic. Are we ready for the next generation of american animation? Hopefully yes.

The daffy duo themselves are Ren Hoek, an



*These spinning things allow Ren to propel himself across the room at speed*

asthmatic chihuahua with a serious bad attitude and his buddy Stimpy, a pathetic, gullible, fat, and very daft, cat.

Stimpy's main distinguishing feature is his tongue which permanently hangs from his mouth. This is simply because, believe it or not, he forgets to put it back in.

## Happy happy

Those who were unfortunate enough to have played the first game will instantly notice the improved graphics.

With the likes of Taz-Mania and Race Drivin' THQ seem to be pulling their socks up a tad.

Apparently, both bizarre rock geezer Frank Zappa and actor Robert De Niro are big fans of the show and have become members of the fan club. Zappa has even been



included in one of the new shows as the voice for the Pope. A truly strange duo are R&S.

The game itself features a plethora of weird and wonderful scenarios. Nothing is as it seems.

Prepare yourselves for a full in depth review next month. The R & S wagon is now ready to roll.



*Ren luckily finds a little cash stuck to the screen. There's also a nasty growth on his face*

*Stimpy contemplates putting his tongue back inside his mouth before it dries up and cracks*



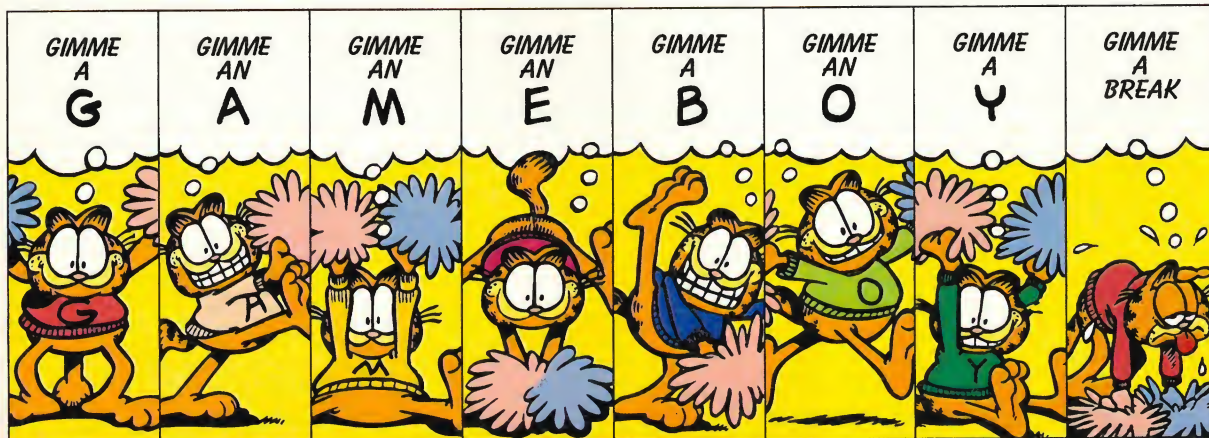
## DATA

### SOFTWARE HOUSE

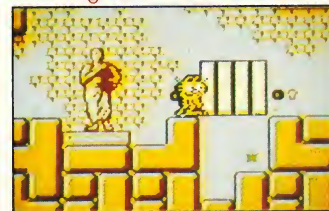
● THQ

### RELEASE DATE

● OUT NOVEMBER



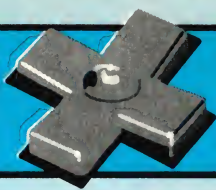
## GARFIELD ON GAME BOY



GB ACTION 86%. 'This rates as one of the greatest accessories any fan could ever ask for!'



# PREVIEW



A handily positioned ladder makes climbing a sheer ice cliff so much easier!

**"No action movie, it seems, can escape the fate of being taken from the big silver screen and squashed into a tiny yellow one measuring just 5 by 5cm."**

**T**he results of movie licence games on the Game Boy are sometimes surprising and often ludicrous.

Acceptability relies entirely on game design and a designer who acknowledges, above all, the limitations of the little handheld.

Cliffhanger's spectacular scenery, explosive action, and death-defying antics offer a design team more than ample rope to hang itself. But fortunately for

Cliffhanger, Spidersoft, a team which have faced the gallows on more than one occasion and walked away, are in charge of sorting everything out.

White-knuckle, seat-of-the-pants and head-spinning are just a dribble from a veritable cornucopia of descriptions that could be neatly applied to the silver screen version

DATA

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SOFTWARE HOUSE

● SONY IMAGESOFT

---

RELEASE DATE

● OUT DECEMBER



A carefree stroll through a winter wonderland, what could be better? \$1,000,000?

# CLIFFHANGER



Perhaps if I pull my meanest face this vicious looking wolf won't savage me. Grrrr!

without fear of any reproach.

All this is down to glorious Panavision, Mr Stallone's outstanding acting talent, and more production support than you could point a box Brownie at.

## Hang on

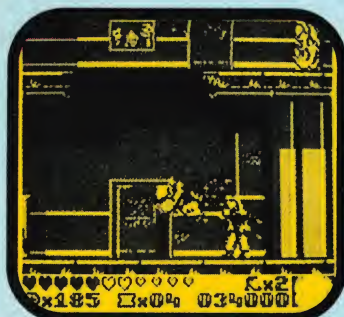
Plucky Spidersoft's tools are somewhat humbler, but the hair-raising cliff face antics and general fistcuffery prevalent in the movie present some interesting possibilities, even on the Game Boy. With this in mind, Spidersoft kept the project simple.

The game is based around the beat'em-up and rock clambering features of the film. In this way, it manages to adhere remarkably to



# LAST ACTION HERO

## This is PG-13



Last Action Hero looks fine and dandy. Not so much bulging biceps as pure thrills and spills



This derelict building holds more nasties than you could ever hope for. No really it does, honest

**D**espite being the most expensive movie ever produced and starring the world's number one box office attraction, Last Action Hero received a less than emphatic response from the critics. What do they know?

Even with bad reviews a Schwarzenegger movie is hot property and the Last Action Hero licence was fiercely contested. Newcomers to the gamesworld, Sony, outbid the competition.

Sony also had the sense to get one of the best and inspired game design houses in the industry, BITS, to produce the game.

The team's brief was to transfer millions of dollars of big screen effects and an adventure of Arnie

proportions to the humble Game Boy... piece of cake!

The film switches between big screen movie action and modern day mundane reality. But the game is based on Slater and Danny's return through the silver screen to protect the real world.

Dominated by combat the game has five levels of scrolling platform-style action. The hoods attack with various gangland niceties such as baseball bats, knives and chains.

## Arnie loves you

Arnie's concern over the possibility that some juvenile crime may be influenced by the violence portrayed in video games leaves the Arnie character unarmed.

He must deflect the hoodlum's



# HANGER



the movie plot and there are some nice touches such as finding campfires to keep warm and replenish energy.

## Crampon time

Those familiar with the movie will immediately identify with certain key aspects such as the \$100,000,000 stuffed into three cases lost in a plane crash and the desperate villains led by token psycho Quallen.

Controlling the Stallone character, the player must make his escape and search for the money cases in an effort to ransom the kidnapped Hal and rescue him.

The game's limitations come to light rather quickly, but there is



plenty of pacey combat action and some ingenious action sequences.

There are rather more enemies kicking around than in the movie and each baddie has his own style. These include knife-throwers, kung-fu experts, dynamite throwers and sinister throat-cutting commandos.

Graphically, Spidersoft have made the best of the little screen with smooth scrolling, plenty of screen depth and excellent animation of the Stallone sprite. The countless varieties of enemies are pretty useful too.

Since Stallone was first pixelized in a game, he and Arnie have appeared in more games than any other movie stars. Sly is still hot licence property, but this is just

another movie licence, isn't it?

Cliffhanger is one of those rare movies with a very workable plot in terms of a video game.

Spidersoft have managed to stick to the movie plot without overstretching the limitations of the Game Boy by employing basic game parameters instead of some overblown movie wannabe.



# ERO



attacks with just his body. For weapons Arnie makes do with just his fists and feet.

Experienced gameplayers or martial arts experts might seriously question such odds, even for Arnie.

Still, there is some hi-tech

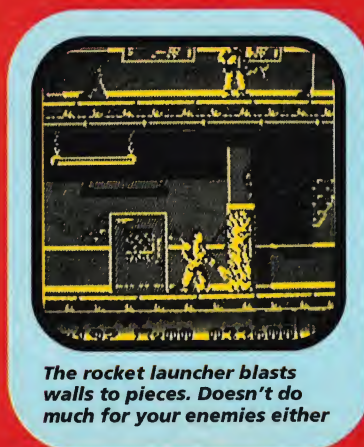
weaponary kicking around. In the game Slater can use rocket launchers against enemy helicopters, yeah!

Understandably, fighting bare-knuckle is draining. Some typical platform icons and features like

energy replenishers are very much welcome indeed.

BITS has done its usual competent job of producing clearly defined graphics on the little yellow screen.

Smooth, fast animation and a thoughtfully chosen scenario add up to a promising package.



Platform action on the Game Boy has been a really hit and miss affair. Movie licences even more so. BITS have intelligently employed standard video game themes rather than try and follow the movie to the letter. This is much to the game's advantage.

BITS again prove themselves a force capable of delivering the goods under lots of pressure.



## DATA

### SOFTWARE HOUSE

● SONY IMAGESOFT

### RELEASE DATE

● OUT DECEMBER



# EUROPEAN

# TR

London's Business Design Centre was the venue for this year's Autumn European Computer Trade Show (ECTS). Unfortunately, in the words of Nintendo's latest Game Boy advertising campaign, child's play it ain't. No one under the age of 18 was allowed to attend.



Super Action's Jay Sharples poses with Anco's Jeff Long and assistant.

**A**t the ECTS, every software company, manufacturer and distributor worth its pixelised salt shows off its stash and struts its stuff for the benefit of thousands of press, sales executives, and shop owners in plenty of time for the Christmas rush.

## Supremacy scrap

The latest (many still unreleased) handheld, console and computer games, vied for supremacy for a full three days.

The visual highlights of the show were undoubtedly Ocean's Jurassic Park/TFX (a PC/Amiga war game) themed stands, Electronic Arts' massive soccer screen and Virgin's impossible to miss banner that could have clothed a small planet.

Impressive stands and advertising techniques aside, lectures on the future of gaming

caught the interest and imagination of anyone willing to listen.

For example Chris Crawford, one of Atari's pioneers, raised a few eyebrows when speculating about the gamers of the 21st century.

Characters from the 20th century, meanwhile, stalked and sweated around the arena gesturing feebly to allcomers.

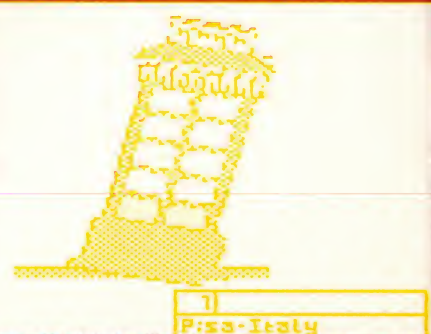
An oversized Alfred Chicken wasn't a bit like cheese, Zool didn't zoom



A rather impressive dragon, a bit like this one, was on display at the show



Ocean's Sherry poses in front of their TFX stand



The leaning tower of Pisa in new Sony release, Gear Works



# COMPUTER TRADE SHOW



but the Bad Mr. Frosty was just plain 'orrible.

The products on display covered a surprisingly wide spectrum of quality, quantity and quintessence.

Anything and everything to do with electro gaming adorned the Business Design Centre.

Tacky joysticks, salubrious promotional suites and a cacophony of techno game soundtracks all contributed to the incessant barrage of in yer face technology.

Nintendo's contribution to the show, however, was noticeably low key.

A few Game Boy, NES and SNES games were up and running around the perimeter of the suite, creating an unreal atmosphere of an exclusive members only arcade.

What was even more strikingly apparent, however, was the emphasis placed on the new Game Boy advertisement. It's obvious that Nintendo now acknow-

ledge the portable palm pleaser as a universal hand held that is as accessible to adults as it is to kids - this hasn't come a moment too soon.

## Dead cheap!

Numerous Game Boy games, produced by an encouragingly high number of different software houses, were on view.

Check the news pages and next month's mag for further details and proof that the Game Boy is more alive and kicking than ever before.

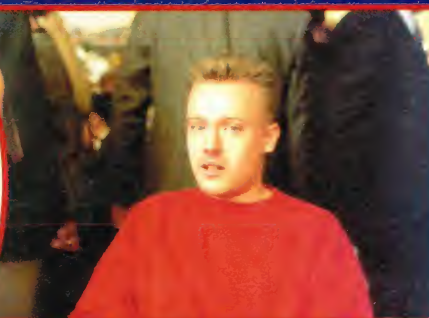
Amid the show's hi tech hype and raucous



razzmatazz it was refreshing to know that at £29.94 (in Toys R Us) the 'Boy still represents the best value in the wonderful world of gaming.

Alex

(Above and right) These shots should give you some idea of the relaxed and friendly atmosphere experienced at the show



(Above) GB Action's new Editor, Alex Lee  
(Right) Andy Sharp, testing the herbal tea



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# Win!

## Garfield Goodies

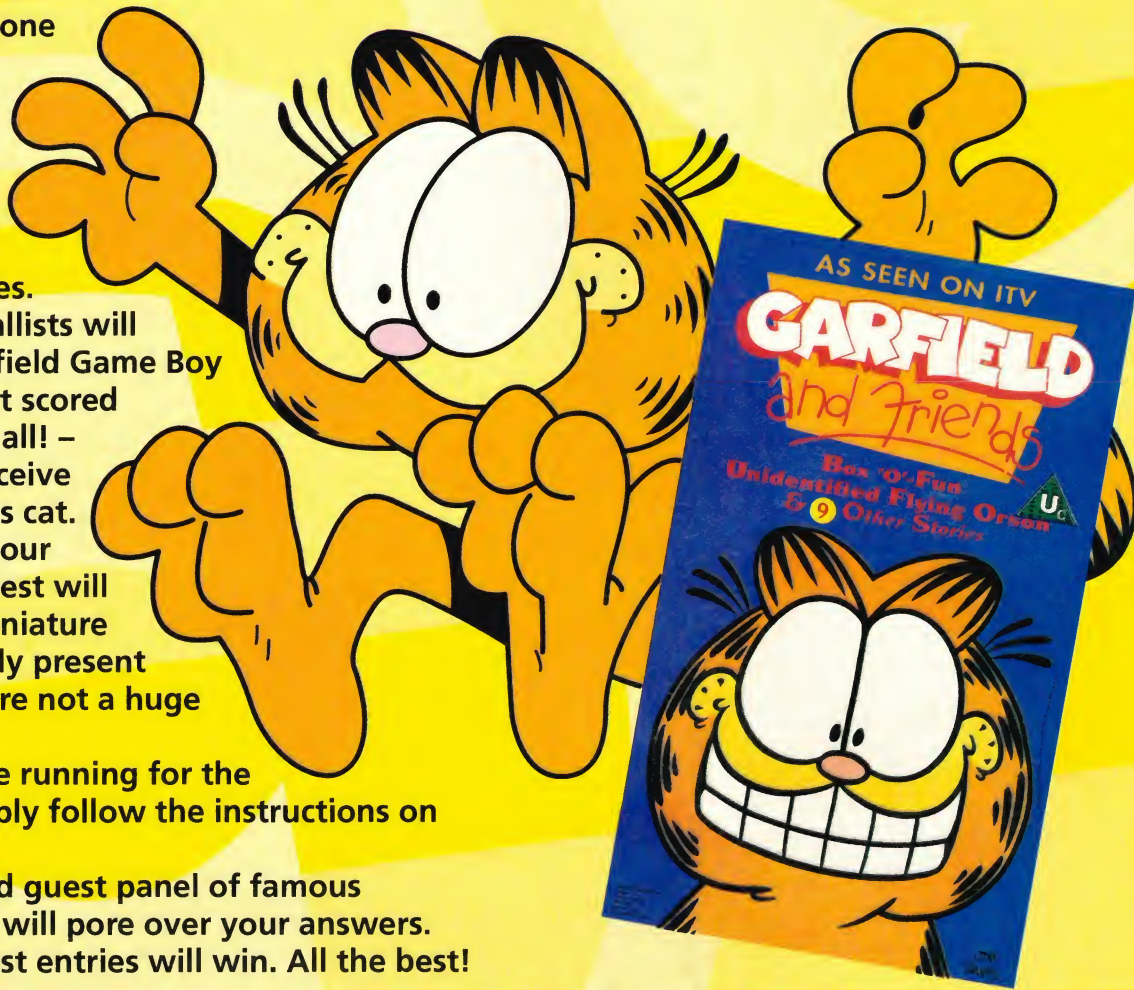
Garfield, the titular star of one of the funniest ever newspaper cartoon strips, also has his own Game Boy game. Courtesy of Marubeni, GB Action can give away a brilliant selection of Garfield goodies.

Five lucky gold medallists will receive their very own Garfield Game Boy cart – a quality product that scored 86% in issue 16. That's not all! – ten silver medallists will receive a video of the cantankerous cat.

As there's no end to our generosity – the next ten best will receive a cute 'n' cuddly miniature Garfield. This makes a lovely present for someone special if you're not a huge Garfield fan.

To put yourself in the running for the fabulous prizes above, simply follow the instructions on the coupon below.

Our specially selected guest panel of famous cartoonists and comedians will pore over your answers. The best drawn and funniest entries will win. All the best!



Entries to be in by 5th November 1993. Send them to:

**Garfield Compo, GB Action,  
Europa House, Adlington Park,  
Macclesfield SK10 4NP.**

This compo is open to anyone with wit or artistic skill or both. All you have to do is either draw an original Garfield cartoon on a separate piece of paper, or write a gag involving the fat furry feline. Attach your entry to this form. Don't forget to write your name and address on your artwork.

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

**My groovy Garfield gag is:**

.....  
.....  
.....

**Name**.....

**Address**.....

.....  
.....

**Post Code** .....

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.



# GAME BUSTERS

The place ace game players who want some **Awesome Cheats** look to find them! **Whatever you do forget, like birthdays or phone numbers, don't forget to send lots of luvverly new tips to:**

***Game Busters, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.***

## Track Meet

Robert Percival from Sidcup sent us these beautes which let you play as all the opponents in the game:

Swaammi Pastrami: BHCBTWUD  
Kenichi Katanba Ninja: GXMBGWNC  
Jack Strop: HHTBSRLR  
Irwin B. Cheetin: TBRBNNQM

## R-Type

Calling all would be master blasters, is this blast from the past still causing you grief? No doubt it's the dreaded Baldo Gardens, the end of level nasty screen on Level 4!

Win every time by reading the following tactic.

Collect the speed up pod and quickly dart to the top right hand corner, and let the ship on the left side clear the screen. A fleet of ships drops from the centre at regular intervals. Watch the rhythm and you can quite easily duck left and right between the falling craft.

The ships alternate between flying around the left compartment and right compartment. It's all in the rhythm, learn that and you've cracked it.

## The Chessmaster

When you are a castle, keep pressing A until your king disappears, it's impossible to lose now! A pretty nifty tip don't you think!

## Nintendo World Cup

A couple of simple tips.

When your keeper takes a goal kick, position yourself on the top edge of the opponent's penalty area. Get your team mate to give you the ball. When your player comes into view, hold down B and bottom right and you should score every time.



The other tip is for when you select England. Choose to be Keith. Stand near to the half way line, near the bottom touchline. Ask for the ball. Just before the ball reaches you do an overhead kick (press A+B together). You should score once again.

## Batman: Return of the Joker

Eric Yeo from Kuala Lumpur has sent in an ace tip for this difficult platform romp. On stage four, shortly after the first continue point, you will come to two collapsing platforms. Jump onto the first platform, then onto the second one, and hold down Right. You will then enter a secret passage with a 1-up icon and a batarang power-up. That should wipe away the Joker's smile.

## Bugs Bunny Crazy Castle

Here are another batch of level codes for the game, Bugs Bunny Crazy Castle:

- |          |          |
|----------|----------|
| 50. T22X | 60. PPMX |
| 51. TTPX | 61. PYCX |
| 52. ???? | 62. YPAX |
| 53. 2YEX | 63. YYOX |
| 54. TP4X | 64. S3S2 |
| 55. TY9X | 65. S1W2 |
| 56. P2RX | 66. Z322 |
| 57. PTFX | 67. Z1P2 |
| 58. Y2JX | 68. SE32 |
| 59. YTKX | 69. SHE2 |



## Mario Tennis

Here's a storming tip from a guy who says he goes by the name of Timothy DeMario from Brighton. When you are about to serve, simply miss the ball as it comes down. Next walk under it and for some really obscure reason you win the point! Completing the game is now dead simple!

AWESOME CHEATS



# GAME BUSTERS

## PLAYER'S GUIDE

**If this monstrously hard platformer is giving you a dino sized headache, it's time to take in these exclusive, complete tips. Don't expect it to be easy, it's still no walk in the park. You'll still be playing for ages. Go Joe, rescue the women!**

### Level 1

Not so much rock hard, more of a pebble dash! and don't forget to run along the dozy dino's back for a boomerang bonus. Try to collect an egg bonus while you've still got room to breathe. The helirockters are downed with a high flying jump shot.

The T-Rex is small fry. By standing on the cliff edge and chucking rock into his big ugly fizzog he's quickly extinct. The boomerang is the ideal tool for this job.

Too difficult? got the boomerang? Then stand on the far left and just jump while you casually range Rex's soft fat white belly. That was easy now wasn't it.



# Joe and Mac

### Weapons

The axe is useful for close combat. The flint is great for clearing flying fiends as it flies straight and true. The boomerang gets height and can surprise the beasts from behind but is slow and leaves you unguarded. Lightning is the most powerful and should be used against the lords whenever you have it. The wheel is best for clearing the enemy from a distance.



### Level 4



This monster platform causes earthquakes to surprise the unwary Ninja. Joe's high jumps can save the day. Keep jumping onto the rising plateaus, fall off the bottom and journey to the centre of the Earth!

Occasionally you need to jump backwards to survive, notably on the third plateau from the start. If you do stay alive, get ready for a surprise as there is no Lord to defeat! Save it for the next one.

### Level 5



Now use the Ninja leap to clear the gushing fountains, don't forget the rolling fireballs, and you shouldn't go far wrong. Get ready, it's Euoplocephalus time!

Euoplocephalus, a tough nut in a tough shell, he'll roll you flat if you don't vault him perfectly. Every time he rolls right to left he'll stop, unroll and thrash his hefty tail about. Should you be to the right of him you'll soon know about it.

From the far left you get a few shots at his face. Use them wisely, or you'll quickly have to leap out of the way. He's very, very hard.

You will need to repeat this about 15 times, in which you can only take about five hits, ugggh! If the following level guides are any use then well done!



## Tip

### Pteranodon Tip

If you should manage to kill enough enemies, collect the fruit and burgers (Macs?), and get a full energy bar (all 16 blocks of it), then keep it for about 10 seconds – an egg carrier appears. The parcel contains something good, either an extra life doll or a weapon.



## Level 2



This jungle jaunt introduces the triffid Triffids, just shoot them before they get spitting mad.

The Lord of the Landscape comes in the shape of a big daddy of a Triff who spits out his evil infants to lend a helping stalk.

After running towards daddy Triff to wake him, simply stand back and let the axes fly. Your line of fire should clear the little 'uns before they sprout and cause bother.

## Level 3

Running up a rockface is no problem for cavey Joe. After you've knocked off the roly things, prepare for the platforms.



Live up to your Ninja nametag with some unprehistoric somersaults. The tribe waiting on the cliffs above can be cleared with a flying throw.

Reach the cliff top for the battle with Pteranodon and family! Pteranodon flies high and swoops low. Jump when he swoops and keep firing. Crack the eggs or you'll be in trouble.

As he leaves the screen, jump high then splash out the weapons to disturb his return. If you go underneath him, blast upwards. Not too easy, but the wheels come in useful if you've bothered to collect them/select them.

## Level 6



This short stroll will seem like a bonus level after the last one, which in a way it is. The rolling ice balls are easily vaulted. See that rock formation overhead, the second one?

Well stand still

under it for about ten seconds, and soon loads of fruit will fall. A hungry Ninja should munch as much as possible. It gets faster, should you manage to grab the grub and an extra life (wow!) will be your. This nosh should top up your energy resulting in an egg carrier! Two lives to pick up (possibly) on one level!

The Woolly Mammoth is a bit of a dinosaur (ho! ho!). By vaulting into the far right of the screen the tusks and snowballs miss you by miles. Turn to face him as he leaves screen right and you can blast him very quickly indeed.

Sure, you do take some damage as ol' Woolly pants lumbers backwards and forwards, but with a speedy button finger you can dispatch him with ease.



## Tip

### Beastie Blasting

Throughout the game, if you stop moving to the right while a baddie is on the right edge on screen, you can shoot away and he's too daft to attack! Jump shots are useful here because of their great range.





# GAME BUSTERS

## PLAYER'S GUIDE

**Think you're a hero? You've still three rock hard levels to finish!**

### Level 7



Standard caveman fare awaits, with a level pretty similar to what's gone before. A new nasty, Archaeopteryx, appears, flying in fairly straight horizontal lines. You can simply shoot their blasts and avoid the creatures.

This similarity even extends to the landscape lord, a Pteranodon much like Level Three's. In fact, this is even easier as it doesn't swoop as fast or as low as her little brother. Watch out for the babies though.

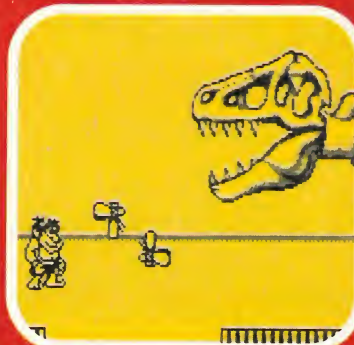
# Joe and Mac

### Level 8

With flint in hand, (collected from the far left of the opening screen), Joe discovers electricity – painful!

The blasts from above can be avoided by edging to the right, the bolts always hit the same spots and appear just ahead of Joe.

Occasionally, (note the



occasionally) if you manage to clear the screen of bad things you can hold Right down and run merrily along, untroubled by man or beast.

After meeting and defeating the vicious Archaeopteryx, you meet the lord.

Looking a bit like the JP logo this fossilised foe is a bit of a bonehead. By running to the far right you can happily blast away, stay all day if you want to. The daft dino just carries on attacking the left of the screen where only a thickie cavey would stand.



### Level 9



All ready for the final show down? Better be! With Zephyrosauri below and Helirockters above it might be an idea to jump them and run. After a meander inside this mouth you will reach the terrible Tonsilmonstersaurus.

To defeat this dastardly dino just blast upwards at his dangly bit while a zoo full of beasts from other levels proceed to attack from both sides. The onslaught is easily dispatched allowing you to give the monster the tonsillitus he deserves.



The End. Sit back and laugh in true Carry On style as the sweetheart you sweated blood to rescue is a bit of a dragon who chases you more wildly than a sabre tooth tiger. Ha ha! (I don't think).





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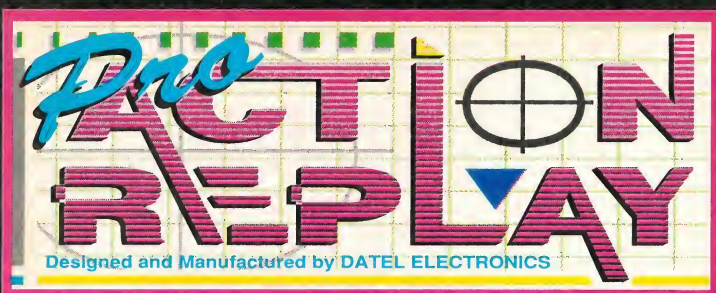
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More lives, time and energy than one person could rightfully need! If this little pile of pokes don't help you, then I'm afraid you're beyond help. Go on, get playing, hurry along now.

# GAME BUSTERS

AWESOME CHEATS

## PRO REPLAY

### Joe and Mac

For the unbelievably useful poke for infinite lives, you'll have to thank our very own Daniel: 01031EDA

### Castelian

A guaranteed winner you will be with these fine digits: 079912C5. This gives you as much time as you need to complete a level. If you do feel you can do a stage in the allotted time then this may be a more challenging code to allow you complete levels under your own steam: 010316C5. This is for unlimited lives.

### Hunt for Red October

Daniel Medhurst from Oxfordshire sent us these absolutely ages ago and we think it's pretty wicked. For infinite lives: 010232DC. For more missiles than you could ever hope for: 010330DC



### Looney Tunes

Infinite lives: 010318D9

### Faceball 2000

000370C7: This gives you infinite lives  
00030CC2: Unlimited energy

### Bad 'n' Rad

010323CD. Will give you infinite lives also.

### Double Dragon II

Infinite lives: 0203AFC6  
Infinite energy: 083CB7C6  
Those bountiful beauties were sent by Ian Moore of Wigan. Ta very much pal.

### Alfred Chicken

Tracey O' Sullivan from Weston-Supermare sent us these sunny-side up sizzling stunners.  
Infinite lives: 0104F1FF  
Invincibility: 0A02EEC4  
Can't be bothered collecting pots of jam? Want to keep bombs permanently? This one's for you! 0A0146CC



### Super Hunchback

Tim Cope from Stockport has graced our offices with these delectable delights.  
For infinite lives bung this combination in: 0102E0C3

### F-1 Race

Andrew Ferenbach from Edinburgh sent us these hot digits to keep your car in first place: 010156C5. Simple as that! There are some more he's sent in lurking hereabouts...

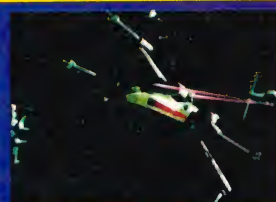


### Parasol Stars

Infinite lives: 010465D4  
Infinite continues: 010264D4

### Empire Strikes Back

The last bunch for this month. Why do a guide when the codes are readily available? A mystery which may never be solved! Tired of losing all Luke's energy and beginning again. This combo is the biz! 082093DA. Thanks for that David Rutherford from Stirling!





# GAME BUSTERS

## PLAYER'S GUIDE

**1** There are a few pretty important things to look out for throughout this huge level. The Tauntaun is an option you either love or hate. Unfortunately this beast gets trapped when you get close to the smaller caves.

**Luke and his mates returned a while back and people are still crying out for help on this larger follow up to Star Wars**



To find the light sabre, fall down into the cavern. The second ledge has an ice bridge on it. You will have to get off the Tauntaun to run across to the right. Keep going to



the right until you reach a small platform. Jump up to the right and enter the cave above. Here the weapon of a Jedi can be found.



Other areas of interest are walls which look solid but can be blasted away to reveal more caverns on the other side. There's another similar wall in the second part of the Hoth section but that's a little way off yet!

# The Empire



To locate the power to reflect enemies' shots you must head downwards. At these ice things keep jumping to the right until you come across a platform which has a few ice blocks obstructing Luke's progress.



The only way out of the Caverns of Hoth is to kill this Wampa. Don't blast too many blocks away as you will have to make a ladder with them to reach the next ledge.







The Wampas are easier to defeat using the light sabre, but if you fancy standing around in the



corner here blasting away for a few minutes it's no hassle to do so. Kill the other Wampa and make



progress up to here for some extra speed. So far so good, time now to defrost some blocks.



The ice blocks here should be blasted away so that Luke can make progress towards escaping this section. Jump onto the travelling blocks of ice and then the next solid platform.



At the top of the ice thingummies there's another Wampa to be killed. Use the same method as before.



Leave this cavern to travel on the surface of the planet before entering the next labyrinth of caverns.



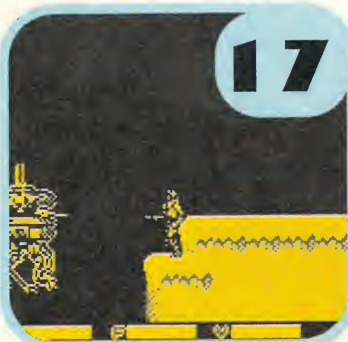
A force power up and an icon to reflect your enemies' shots can be found in this, the smaller cavern. Try exploring as much as possible to learn your way around.



Replenish your force power to the right of this ledge and in the cave above.

# Strikes Back

Go across the water on the ice and keep jumping onto the other blocks until you reach the second stable platform. Here you can blast through the wall as you did earlier. In the caverns beyond the reflector can be found.



Go right and up into the area above. A probe droid has to be destroyed before a message is sent to the Empire. The safest method of attack is to stand on this ledge and blast away. It takes a while but it will be defeated.



The bad news here is that the droid does send a message and the AT-ATs arrive to do damage to Echo Base.

## AT-AT Walkers



An easy section which doesn't take too much time or effort. Your snow-speeder has only three grappling hooks so make sure they hit their target. The legs are the targets for these hooks. The other walkers are best



destroyed on foot. Crash your snow-speeder and run up between the next AT-ATs legs. Press up again and Luke will climb the rope. Use the light sabre and the walker will crash to the ground.

**More next month...**



# GAME BUSTERS

## AWESOME CHEATS

Your wish is my command. You shall have infinite lives and finish every game! Crack a new code and you could win a game. This month Paul Barnes collects a copy of *Star Trek: The Next Generation*.

# GAME GENIE

## WWF Superstars

Danny Ward from Plymouth sent us this luscious code for all you armchair wrestlers: FAB 12B. When you throw your opponent out of the ring using the 'select' button, he will



role to the side of the ring and no matter how much energy he has left he will always be counted out. If the opening screen is slightly blurred don't worry as this code works everytime.

## Mega Man III

Another massively helpful tip comes across the wide blue yonder from Robin Bernhard who lives in Amsterdam. For bullets with double strength to blow the more difficult enemies to pieces tap in this code: EEF FFF EEF

## Phantom Air Mission

02A- 24C-432: Mission 1 becomes...  
B56- FOF- FD3 Mission 25  
Cheers for that Gordon Masson from Nairn.

## Crash Dummies

Paul Magor from Middlesbrough has sent us some bizarre codes for this most strange game: For infinite lives slap in this code: 0A2- A9F- F7E If that isn't enough here's one for infinite time: 001-3EC-E6E

## Ferrari Grand Prix

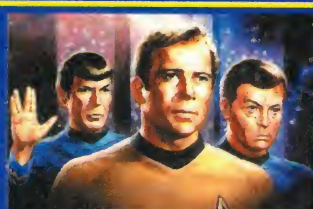
004-58C-19E. No speed loss when on side of track  
005-09C-C49. "Bad Move" does not stop your car.

## Alfred Chicken

The most ludicrous code comes from the mysterious Jack Wright from Lancashire. Hit these digits in to make the screen look like a negative: 3CD-E5E

## Star Trek

This code has been kindly sent in by Mr. Paul Barnes from Surrey. Enter these digits: 000-008 and the Enterprise becomes able to cloak itself like the Klingon's Bird Of Prey ship. This enables it to be unarmed and unseen when travelling through space. Remember to switch the code off before beaming down to planets.



## Mouse Trap Hotel

023-38F-E62. Start with 3 lives  
083-38F-E62. Start with 9 lives  
FA2-0CD-4C1. Infinite lives  
FA6-DAF-4C1. Collect cheese to become invincible  
FA7-62F-4C1. Collect a cookie and you can walk through balls

## Kirby's Dream Land

David Powell from Hereford sent a few helpful hints for this popular tester. To switch the guardians off tap this in: DDD-DDD-DDD. To skip levels: 444-23B-676

## Asteroids

A golden oldie still doing well in these modern times. Hope these help. This is delicious. As long as you stay in the middle of the screen this code will never fail: 01C-B4D-F76 + 003-9CF-3BE

## Hit the Ice

Infinite time: 00A-54E-E6E. Infinite super shots: 002-97D-3BA. Just before closing here's a really stupid cheat to tap in. For a game in which no team can score enter this code: 004-39B-E6E

## Star Saver

Trouble with this space crusade, well no more with these delights sent in by Andrew Tkaczyk from London. To begin with maximum power-ups punch in 3C1-7FE-5D4 and for infinite lives bung this combination in: A71-A7E-3BE



# ROAD RASH

Nintendo



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It's dangerous - watch out for the stray steers, roadblocks and oil spills.

But that's not all... look out for the black & whites - those eagle-eyed  
cycle cops who'll haul you in for any highway violation... this race is illegal!



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GAME BOY™





# Off the WALL

**Get on down and do the write stuff. You'll feel better for it...**

**Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP or fax: 0625 876669.**

## Star Wars 3?

Dear GB,  
I have just started getting your mag and was wondering whether there will ever, ever, be a Return Of The Jedi game?  
**Peter Tong, Nottingham**

Although nothing has been planned as yet, I'm certain that Jedi will receive the same splendid conversion treatment from the team at UBI Soft. Let's hope it's soon.

## Third degree

Dear GB Action,  
1. I am a 23 year old university student who recently bought a Game Boy, do you have any idea of how many 'older players' there are or am I by myself?  
2. Do games bought in North America work on the English Game Boy? I'm going there soon.  
3. I recently purchased Populous as your magazine recommended, please can you tell me what to do as I can't work it out (after much

## It takes two

To the GB dudes,  
Many of my friends have Game Boys and so I have become interested in two player games. I was wondering if you could recommend some two player games.

Perhaps it would be a good idea to include a 'two player games guide.' I believe that it would be gratefully received by your readers.

**Richard Aston, Surrey**

Well, I'm sure many players are interested in playing doubles. I know many gamers are limited to the wonderful Tetris link-up or the occasional cart which features a turn taking two player option (which is hardly the same).

The immortal Revenge Of The 'Gator features a novel link (plus turn taking). That crusty classic Boulderdash features a hectic two



player race option, Super RC Pro Am really gives a revving good multi player game and Dynablaster really comes into its own in a link compo (especially for under £15!).

Almost every good sports game features a link option, both Goal! and Sensible Soccer do for instance. As for a specific guide, well, the game is basically the same, a link will just improve what's already there.

frustration). However the box is most attractive.

**4. How many games have been produced on the 'Boy in total? (Bet you don't know)**

**S.R., University**

PS. I really wanted Atari's 'Pong' in 1980, but my parents wouldn't buy me one! Thirteen years later I invested in a Game Boy!

1. You're certainly not alone! About one in ten of all Game Boy players in the UK fall into the 'older' (18 plus) category, with a figure of one million sales being put about by Nintendo, that equals around 100,000 oldies!

Games such as Populous obviously appeal to the older market and some of the better role playing games such as Ultima and

Robin Hood provide cerebral challenge for all ages.

Having said that, I always get stared at for playing Pong on the train in the morning!

2. Game Paks are fortunately universally compatible. In the US games are not only around 40% cheaper, but titles are also often released up to six months earlier than over here!

3. Populous! What a question, you have to be power mad and want to rule the galaxy! It is difficult to get into, though with a game of this depth that's only to be expected and is well worth the effort.

Practically, use the tutorial mode and experiment with all the different icons. Once you have got the hang of each icon it will suddenly become obvious and then, you're hooked!

## Lemme at it!



Dear GB Action,  
Help! Help! Help! The last level on Lemmings is driving me crazy. I have been trying and trying but always switch off in frustration. Can you please, please tell me how I can complete the game? The level is 25 Mayhem!  
**Andrew Dodd, Merseyside**

They say a picture says a thousand words, even when it's off a tiny monochrome green screen!

At point 1 use your digger straight away, but before he digs down halfway, turn him into your only basher. Then, in the region of point 2, use your two bombers to break through the two layers. With a little practice, you should be able to finish the game!



4. It's difficult to keep up with something as big as the worldwide GB market, what with the same game often released under different titles around the world, completed games being withdrawn from release (like Cool World and Jeep Jamboree, not to mention Blade Warrior).

It's impossible to keep an accurate count. An informed estimate would be 400 plus.

## Toad in the hole

Dear GB Action, I am pulling my hair out over the game Battletoads. After five months I still can't get past the level where the big brain bounces after you inside the worm. I get so far then it catches up with me and splat!

I once got past by accident - I jumped into the wall and

waited for it to go past. Since this victorious moment I haven't been able to jump into the wall anywhere. Please could you give me the answer as I am running short on nerves and patience?

**Mike Farm, Newcastle**

Nobody said it was supposed to be easy! This level just requires a little technique. When going down it is faster to fall rather than run, so just drift in the direction of the tunnel.

Extend your lead further when running up the zig-zags by jumping across as early as possible. A few games trying these tips should advance Zitz's quest. Don't expect it to get much easier though!

## Points of view

Dear Off The Wall, Just one question.

Which is your favourite out

of Battletoads or Mega Man?  
**Neil Hunter, Fife**

Unreservedly, Battletoads, both One and Two are excellent, tough, varied and well presented. Old Mega Man is in my opinion looking a bit tired in comparison. Of course it's entirely personal but I'd say both 'Toads offer more intense playability for longer.

## Puzzled?

Dear GB ACTION, 1. What's the difference between Lemmings, Krusty's Fun House and The Humans?

2. If Mortal Kombat can be converted onto the 'Boy why can't SF II?

3. Was Shazza's 'pet glove puppet' serious when it said that Mario 3 would be called Wario Land with Wario playing the main role?

**Anxious, Tunbridge Wells**

1. What a question! Lemmings was the original save'em-up, the GB version features 100 frustration packed levels of perfect gameplay, Humans is similar but slower, the levels are bigger (and there are only twenty eight of them).



Krusty's Fun House differs in that you have to kill loads of pesky mice, with platform, secret rooms and bonus items thrown in. Puzzle purists rate Lemmings as being in a league of its own, Krusty's possibly offers more to the general player. Both are excellent and come well recommended. 2. Mortal Kombat is a great conversion but has



# Red herring

Dear GBA, I think that Game Boy games are far too easy to complete, could you tell me if there's any really hard games? (and I mean really hard games!)

When I'm not on my gameBoy I love to go fishing, and i was just thinking, is there ever going to be a fishing game on the GB?

Is your mag always going to be this brilliant?

**David Geldard, Surrey**

Well, I agree that many games are far too easy, many games can be played through in an afternoon or a few days, which really isn't good enough for twenty odd pounds. Passwords and continues really have gone overboard.

Anyway, Bart Vs The Juggernauts is extremely difficult.

I also refuse to believe that people can finish Bart's Escape from Camp Deadly. Joe and Mac's later levels are difficult to the



point of unplayability.

Drop Zone offers wonderfully graded difficulty levels and Super Hunchback has more bits to find than anything I've ever played, probably.

A fishing simulator? Why not. After choosing a place to fish you could sit there watching a screenful of ripples for hours. Your line can twitch occasionally.

A bonus screen could be hidden in a wellie and it could come authentically packaged in a giant maggotty wicker basket. I can't wait. Yes.

IT'S QUICKER THAN USING A CHARGER BUT IT DOESN'T ARF GIVE YOU AN 'EADACHE!



OH, BOY! by Shaun

## Compo Winners

ISSUE 16 WINNERS

**HUMANS COMPO**

The 10 lucky winners of a copy of The Humans Game Boy game are:  
Simon Edwards, Norwich; Steven Johns, Cardiff; Mark Cox, Abingdon; Patrick Radford, Crosby; Scott Leckie, Mansfield; Robert Donaldson, Doncaster; Heather Smith, Swindon; R Hart, Hendon; Rachel Little, Derby; Benjamin Grant, London.

**MORTAL KOMBAT COMPO**

Impressing their friends with one of 50 bitchin' Mortal Kombat t-shirts are:  
Hannah Benjamin, Essex; Patrick Jones, Perthshire; Darren Heelan, East Dulwich; Matthew Smith, East Croydon; Ian McCulloch, Preston; Matt Hulbert, Avon; Thomas McEwan, Morayshire; Robin Watson, West Yorkshire; Tim Shelley, West Sussex; Alison Taylor, Manchester; Darren Valovec, Kings Norton; Steven Martin, Burnley; Andrew Marsh, Northumberland; Robert Harwood, Great Yarmouth; John Duddly, County Galway; Andrew Holder, Derby; Chris Shrubsole, Folkestone; Christian O'Hara, Hants; Steven Cuthbertson, Wakefield; Gordon MacQueen, Clydebank; Graeme Davison, Tyne and Wear; William Martin, Spilsby; Graeme West, Newcastle upon Tyne; Adam Gascoigne, Barnsley; Thomas Hancock, Rugby; Christopher Clem, Salisbury; Russell Williams, Gwynedd; Eamonn Cutts, Rotherham; Craig Roberts, Crewe; Mark Dunnnett, Aberdeen; David Campbell, Shrewsbury; Russell Glen, Hayes; Steven Jones, Cardiff; Kulbir Ahir, Southall; Nicky Kemp, Aberdeen; Scott Jeffery, Cumbria; Danny Barnes, South Humberside; Paul Millward, Redditch; Gemma Regan, Surrey; Alastair Conway, East Kilbride; John House, Aylesbury; Andrew Sawyer, Crewe; Tony Vinney, Scarborough; Andrew Rochelle, Warminster; Timothy Roberts, County Down; Adrian Johnson, Surrey; C Watson, Sheffield; and Keith Simpson, Oxford.





been painfully squeezed in the process. *Sub Zero* and *Scorpion* share some of the same graphics and Johnny Cage has been left off completely.

The special moves and death moves are finger snappingly difficult to pull off. If *SF II* were to be converted, I wouldn't expect all that much.  
3. Of course he was! It may not actually be called *Super Mario Land 3*, but it should be out for Christmas.

## Sad

Dear GBA,  
I am writing about my class.

They are a bunch of sad people. They run around the classroom and say "Who do you fancy?" Everyday they say the same thing. (I mean, c'mon don't you think it's sad?)

My teacher is always going on about how computers rot your brain. Please write in your mag that they are a sad bunch of wimps.

**XVX, Legoland**

Happy now?

## O great oracle

Dear GB Action,  
I like myths and swordplay and heroes, and so I want to get some RPG's, but why are they all so difficult?

**Edmund 'Eddie' Eagle, Stoke**

Difficult, o warrior! Many RPG's initially take some getting into, which is only to be expected when they offer far greater depth than most games. If you mean difficult during play, well, hardcore warriors write in every month with lists of completions. For those wanting to look at RPG's then *Battle Of Olympus* will lure you in nicely, with the complete GBA guide to point you in the right direction.

## Yoof TV

Dear Off The Wall,  
I have a suggestion for a cover gift. My idea is to enclose a cardboard for Tetris. I think this would be gratefully received by all Game Boy owners and encourage more people to buy your wonderful mag.

**Richard Harris, Stormington**

Cover gifts such as badges, Jurassic Park mags or players' guide books are gratefully received, but a piece of cardboard? Interesting.

If a case was supplied for Tetris and you used it, your precious GB cartridge slot would be exposed to the elements.

If you read your Owner's Manual, (page 10), you will read "always leave a game pak inserted when not in use." Good advice.

## Crackers

Dear GBA,

A few quessies to shoot at ya:

1. On the compos that you hold, what does the "I do not wish to receive promotional materials from other companies" mean, and does it affect my chances of winning?

2. Will we see *Super Hunchback* cracked in your guide?

And finally, I absolutely love your mag. I buy two copies every ish and send one to my little bro' in America!

**Rog Clements, Somercotes**

It simply means that you can choose not to receive any material that companies may like to send out. If a relevant company eg. a software house or mail order company wished to send leaflets out to our readers, those who hadn't ticked would be ineligible. It isn't even looked at, in the judging stage.

The first three levels were cracked, every secret room and hot tip laid bare. If you can get hold of a December '92 issue, it will all be yours.

## Easy peasy?

To Game Boy Action,  
sometimes you say a game is too easy peasy but I think the games are good. I like Mario 2 best of all. Sometimes I am good at it, sometimes it is hard for me. I think *Felix The Cat* will be a good game for me and Mummy says she might get me it. Please tell me what games are easy to play for me?

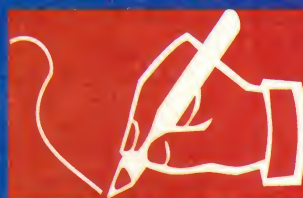
**Jayne aged 5, Wigan**

*Felix The Cat* may well be the ideal cart, with delightful graphics, variety and very simple gameplay.

Other games I could recommend for younger players include *Turtles*, the sequel especially. *Kirby's Dreamland* is excellently easy, *Duck Tales* will probably keep you entertained also. Oh yes, thanks for the picture.

PS, please don't send in stamped addressed envelopes because we're unable to reply personally to all your queries. Sorry!

# Public EYE



**Pick away at all those Game Boy games, gnaw them into little bits, then let us know how they taste. Sweet and succulent or plain sour. Write to: Public Eye, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## R-TYPE II

Irem

The gigantic shoot 'em up is one of the best Game Boy games. It has three



difficulty modes, although even the easy one takes weeks! The graphics are basically the same as its predecessor as is the gameplay, although the bad guys are a lot harder and faster.

The sound is fairly normal and repetitive though. The controls are easy to use but with five stages and some massive motherships you aren't going to complete this in a day.

**Ian McCulloch, Liverpool**

**SCORE 92%**



## BART VS THE JUGGERNAUTS

Acclaim



From the minute you see the box, you can tell this is a *Gladiators* spoof. But the question is does the game play well? The answer is maybe. From the start the game is ludicrously hard and it doesn't get any easier, believe me.

The graphics are excellent, but as for the gameplay you will probably only see the first bit. If you are a rock hard, bend metal bars with your thumb type of games player this may be a dream come true - if you are not so good at games try before you buy.

**Nick Shaw, Edinburgh**

**SCORE 69%**

## KID DRACULA

Konami

The levels are a bit short but the end of level bosses soon sort that out. The graphics are big, clear and well animated, the sound is really good too. The sub-





## BEST OF THE BEST

Loricel

Best of the best is probably the best beat'em-up on the 'Boy. Based on a karate style of fighting it's a one on one, head to head, beat the stuffing out of this other chap who thinks he's mega brill kinda thing!

The game features tons of options which include eight selections of fighting moves and training at your will. You choose who you wish to fight after you make sure you've trained your body to the max and then meet this individual in the ring.

The graphics are superb,

especially when you KO your opponent or if he KO's you - when you struggle to your feet the graphics are really realistic (really!)

It takes a few goes to get a grip of the game but once you do it's superb. Well worth your twenty five dabs. Not to be missed.

*Michael Coventry, Essex*

A copy of Hit the Ice is skating its way to you!

**SCORE 93%**

## QIX

Nintendo

The first thing you notice about Qix (how's it pronounced - does anyone know? Yes it's 'kicks' - Dan) is the price. You can get it for about a tanner now.

The graphics aren't brilliant but Qix is highly addictive, much like Tetris. It has that great ability to draw you back to it every now and again.

To start with it looks easy, but it gets much harder. It's highly playable; it's a weird idea but well worth a look. You have to guide a small ship around the screen blocking off the weird swingy thing that is Qix. It's pretty great.

*Mark Andrews, Dyfed*

**SCORE 79%**

## KWIRK

Acclaim

Kwirk is pathetic it is undescribably pathetic. If you think you're not good at games then this is definatinatly the game for you (?). I mean you have to push a few blocks around and get to the exit, I mean come on - what's that.

If you're looking for a good game then just buy Joe And Mac or Jurassic Park because they're brilliant. If you're looking for a game that's boring and also very easy then buy it, but otherwise don't.

*Adrian Johnson, Surrey*

**SCORE 5%**

games are fun and break the jumping and shooting bits up nicely. The stage that impressed me most was also the longest - on the roller coaster ride you speed along smoothly.

The gameplay grabs you instantly - the first

couple of levels are not too hard - but then it throws in a tricky stage and so on until you get a really hard level. Overall a totally brill game, miss this and you must have rocks in your head.

*Peter Row, Leamington Spa*

**SCORE 90%**



# Dream On

**Ever dreamt of your ideal Game Boy game, the real winner no one else has ever thought of. Write in with your ideas and we'll print them here...**

## BEETHOVEN

I thought of a Game Boy called Beethoven, which was on at the pictures a few months ago. I went to see it and I've got the video. Here is my game plan for it. It is a one player game.

You are in the pet shop at first with three lives trying to get away from those two horrible dog catchers.

You have lots of levels to explore like the pet shop, outside the house, kitchen, four bedrooms, living room, bathroom, garden and next door's garden. Altogether there are eleven levels in the game.

You have to first run around the pet shop trying to get all the bones and kill your enemies. You must try and get special bones. There are two in each level. When you get one, run over the enemies and they are unable to move for fifteen seconds. If you bite the enemies they are unable to move for ten seconds.

After you have been in the pet shop you go outside and there are two boys running after you. Your paws get dirty, then you go in the house and Mum and Dad chase after you. There are 50 bones in the house.

*Julie, Ryhope, Sunderland*

PS. Julie, you'll be surprised to hear that there actually IS going to be a Beethoven game based on the two films (the sequel, Beethoven's 2nd, is out soon). It's being produced by Hi Tech Expressions and may well be out for Christmas. - Rob.

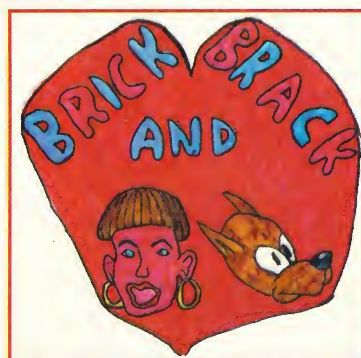


## BRICK AND BRACK

Brick was born in 2001 in the small town of Trant. She grew up as a lonely child. At the age of 13, her parents bought her a dog by the name of Brack. She grew up with and became rather attached to him.

Unfortunately when she was 16, her dog Brack was kidnapped by a wicked vampire. Now she is on a mission to find her dog Brack. The future is not set. The friendship between two friends can never be broken.

Items to pick up include a bat-repelling cross, some protective garlic, pointed stakes which appear just before a monster does, daggers to kill baby vampires, jumping juice to jump over enemies, food, water



and clothes for when it gets chilly.

There are eight vampire monsters on each level. On each level there are three stages.

**Sorry, we don't appear to have your name and address**

**Why not tell us about the games you think the designers have missed. We will feature them in the mag, but we won't be sending anything to Nintendo (we don't know anyone there) or making anyone very rich; this is purely a fun feature for your ideas. Write to: Dream On, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**



# BUYER'S GUIDE

**Every game in the known galaxy is packed in here. All in order with every one of them in their own section. Paw through and wonder which one you would buy...**

## PLATFORMS

### Addams Family

OCEAN

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie.

80%

### Adventure Island I & II

HUDSON SOFT

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either.

70%

### Alien 3

ACCLAIM

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of fun exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens.

90%

### Asterix the Gaul

INFOGRAMES



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your nerves a-leaping.

83%

### Balloon Kid

NINTENDO

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. A bit too tedious all in all.

71%

### Bart Simpson's Escape from Camp Deadly

ACCLAIM

A fun and addictive cartoon licence that does Bart justice. In

what other game do you get a full-on food fight? With arcadey overtones and lots and lots of challenging levels, this will certainly take some beating.

86%

### Batman

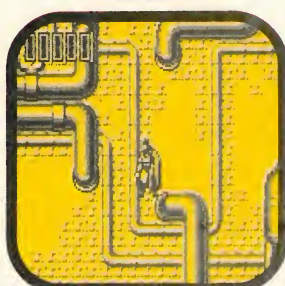
SUNSOFT

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies.

80%

### Batman: Return of the Joker

SUNSOFT



Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and well snazzy graphics complement the gameplay. Loads of mileage for your hard earned money assured. That Joker returns once more!

87%

### Bill and Ted's Excellent Game Boy Adventure

ACCLAIM

A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace. Will keep you air guitaring for ages.

90%

### Blues Brothers

TITUS

A true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land.

90%

### Bomb Jack

INFOGRAMES

A very simple but addictive arcade conversion in which you boing around the screen destroying fused bombs. 60 levels in total to negotiate around if you don't happen to find it too tedious.

80%

### Bubble Bobble

TAITO

A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Packed full of fun but the password codes make it easier than it should be.

87%

### Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A pleasant and frustrating sort of game that's certainly difficult enough for those hardened gamers who think that platform romps are easy.

90%

### Castellan

STORM

An impressive and challenging game that'll stretch your memory, reflexes and skill as you work your way up to the top of seven different towers. The time limit leaves no room for error and it can get annoying at times.

65%

### Castlevania 2: Belmont's Revenge

KONAMI



A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life.

86%

### Dragon's Lair

ELITE

Incredibly hard but dead dead playable all the same. Graphic detail is super stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer.

88%

### Duck Tales

CAPCOM

Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic?

81%

### Edd the Duck

LASERBEAM

Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover, perhaps too much so at times as sheer momentum rather than skill carries him through some levels. Not bad but a bit like Taz-Mania.

77%

### Felix the Cat

HUDSON SOFT

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw.

70%

### Fire Fighter

MINDSCAPE



Quite a nice little attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste.

78%

### The Flintstones

TAITO

Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp with admittedly excellent graphics. The let-down is that there's no Barney Rubble!

78%

### Home Alone 1 & 2

TOY HEADQUARTERS

Two sad films have become even sadder games and complete dross is what you get. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culin himself, as you endlessly leg it around. Very poor!

35%

### Hook

OCEAN



Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay make for a sure fire treat. Recommended!

85%

### Joe and Mac

ELITE

A clobberingly groovy good platformer that's hard enough to lure even the toughest of gamers

into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels.

89%

### Kid Dracula

KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short.

84%

### Kirby's Dream Land

NINTENDO



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability.

89%

### Looney Tunes

SUNSOFT

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not too long lasting.

90%

### Max

INFOGRAMES

A very barren, very very short platformer that's forgettable. Max is a cute character but he can't rescue the failing and somewhat sluggish gameplay.

60%

### McDonaldland

OCEAN

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac.

80%

### Mega Man I, II & III

CAPCOM

All three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega!

90%

### Parasol Stars

OCEAN

Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need tons of stamina and concentration to make any headway.

76%



### Popeye 2 ACTIVISION

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find.

83%

### Pop Up INFOGRAMES

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard.

61%

### Pugsley's Scavenger Hunt OCEAN



Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum.

71%

### Rodland STORM/SALES CURVE

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless well worth a play about on.

79%

### Speedy Gonzales SUNSOFT



Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended.

90%

### Spider-Man 1, 2 & 3 ACCLAIM

If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun.

83%

### Super Hunchback OCEAN

Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be

a task to cherish for any dedicated platform nut.

91%

### Super James Pond OCEAN

Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also a mite difficult to see what's going on at times on account of the constantly black backgrounds.

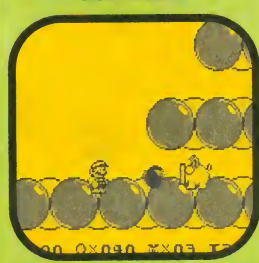
80%

### Super Mario Land NINTENDO

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from gameplay. One to keep coming back to.

92%

### Super Mario Land 2 NINTENDO



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game.

90%

### Talespin CAPCOM

Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. Still, at least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it.

73%

### Taz-Mania TOY HEADQUARTERS

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit like Edd the Duck though.

76%

### Tiny Toon Adventures KONAMI

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems.

89%

### Titus the Fox TITUS

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Crazy platform action with a cute fox thrown in for good measure.

67%

### Universal Soldier ACCOLADE

Wielding more punch than Rocky this is non stop action all the way

with a great control system and an array of moves to master. Tons of maiming and killing to be had. Jean Claude Van Damme it's good.

80%

### BEAT'EM-UPS

#### Battletoads TRADE WEST



Time to set about rescuing your pals in a clobber happy battle with shades of the platformer chucked in there. A great little game that's action all the way.

91%

#### Double Dragon 1, 2 & 3 ACCLAIM

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less.

25%

#### Lethal Weapon OCEAN

Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a lack of moves to perform, making it more dull and boring than exciting.

72%

#### Mortal Kombat ACCLAIM



Even without the gore, the colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways.

87%

#### Pit-Fighter TOY HEADQUARTERS

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. That's it!

33%

#### Raging Fighter KONAMI

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. Really quite middle of the range.

74%

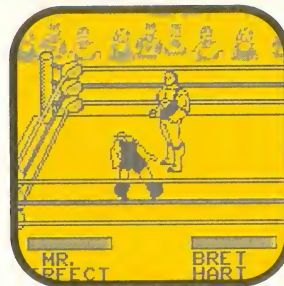
#### Teenage Mutant Ninja Turtles ULTRA GAMES

Will they ever stop taunting us

with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem this game.

59%

#### WWF Superstars 1, 2 & 3 ACCLAIM



The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. Enough is enough.

54%

### SHOOT'EM-UPS

#### Asteroids ACCOLADE

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the old 'Boy and is very barren, yet holds tons and tons of nostalgia.

73%

#### Centipede ACCOLADE



Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it just might become a little wearisome sooner rather than later. An old classic back from the dead, Centipede is bigger and badder than before.

60%

#### Drop Zone MINDSCAPE

A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal.

77%

#### Faceball 2000 BULLET-PROOF

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. The fun really starts when up to four players begin to compete.

76%

#### Fortified Zone JALECO

Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but very little thought to beat this.

65%

### Hunt for Red October HI TECH EXPRESSIONS

A horizontally scrolling shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of nuclear armed enemies. Straightforward, with tricky little bits and really nice presentation.

65%

### Navy SEALs OCEAN

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough.

73%

### Nemesis 1 & 2 KONAMI



Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end?

90%

### Pang HUDSON SOFT

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm.

74%

### Probotector KONAMI

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing!

91%

### RoboCop 2 OCEAN

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look.

73%

### R-Type I & II IREM



Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Excitement is assured as you streak across space avoiding the taste of death. Not much to choose between them.

88%



### StarHawk ACCOLADE



Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds lack originality.

69%

### Star Trek ULTRA GAMES

A game that boldly goes where so many other games have gone before. Plenty of levels but warp drive is about as fast as a Robin Reliant uphill, and all the planet wandering becomes a bit lame.

60%

### Terminator 2 ACCLAIM



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time.

84%

### Terminator 2: The Arcade Game ACCLAIM

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just exactly what the heck it is you're supposed to annihilate.

76%

### Xenon II MINDSCAPE

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane.

63%

## DRIVING GAMES

### Days of Thunder MINDSCAPE

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. It's smoothish and pretty hard but a bit too bland.

41%

### Ferrari Grand Prix Challenge ACCLAIM

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game.

49%

### F-1 Race NINTENDO

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats.

88%

### Motocross Maniacs PALCOM

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim.

80%

### Race Drivin' TOY HEADQUARTERS



Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into but challenging sim. Nice ramps!

73%

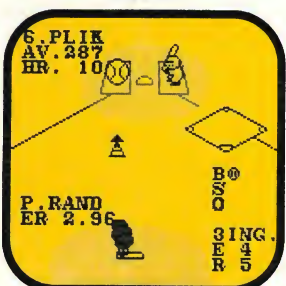
## SIMULATIONS

### All-Star Challenge 2 ACCLAIM

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is limited.

74%

### Bases Loaded JALECO



A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money.

87%

### F-15 Strike Eagle MICROPROSE

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. Catch that pigeon!

87%

### George Foreman's KO Boxing ACCLAIM

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank graphics and ranker graphics, this is awful.

24%

### Hit The Ice TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey.

73%

### Jack Nicklaus Golf TRADE WEST

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master it but it's enjoyable to try. Definitely a must.

80%

### Jordan Vs Bird ELECTRONIC ARTS

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might.

73%

### Mario Golf NINTENDO

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a perfect sim for budding enthusiasts with plenty of different holes to negotiate. Fore!

80%

### Mario Tennis NINTENDO



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. It's fast, addictive and four difficulty levels call for tactical planning to the nth degree.

89%

### Phantom Air Mission ACTIVISION

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Unfortunately each mission has a somewhat uncanny resemblance to the last so you may get bored early on.

72%

### Side Pocket NINTENDO

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes.

63%

### Speedball 2 MINDSCAPE

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A not terribly top hand held conversion of the Amiga classic.

60%

### Tip Off IMAGINEER

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least.

64%

### Top Gun KONAMI

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies.

67%

### Track and Field KONAMI

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile.

90%

## PUZZLERS

### Boxxle 1 & 2 FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Two real brain teasers make a pleasant change from more run-of-the-mill offerings.

80%

### Brain Bender GREMLIN

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you mad.

59%

### Dr Mario NINTENDO

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all in all considering the cool Dr Mario connection thrown in there.

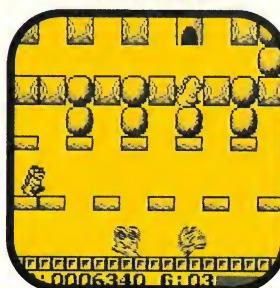
42%

### Garfield KEMCO

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains.

87%

### Godzilla VIRGIN GAMES



This blast from the past is an ordinary re-issued 64 level puzzler. But there's a criminal shortage of radioactive breath and Tokyo-stomping from the big green dude in the large rubber suit.

65%

### The Humans GAMETEK

Plenty of mind bending puzzles destined to contort your thought patterns as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline if that's your cup of tea. If not it might get a little bit tedious and not much of a jurassic lark. A potential rival to that classic Lemmings.

87%

### Kwirk ACCLAIM

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes.

88%

### Marble Madness MINDSCAPE

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny corridors to negotiate.

62%

### Q\*bert NINTENDO



Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable.

83%

### Splitz IMAGINEER

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill required. Excellent fun. Elvis spotted in Game Boy game!!

85%

### Tetris NINTENDO

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate!

95%

### Yoshi's Cookie NINTENDO

A bit similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match up similar ones to make them disappear. The further in you get the faster they fly

76%

## ROLE PLAY

### Battle of Olympus IMAGINEER



Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the strange and freaky characters who offer you clues and set you on your many missions.

87%



### Mystic Quest NINTENDO



A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat. Also known as Final Fantasy Adventure.

85%

### Prince Valiant OCEAN

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get little reward for your exertions.

65%

### Robin Hood: Prince of Thieves MINDSCAPE

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, but well worth the effort if you stick with it.

85%

### Ultima: Runes of Virtue FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging.

79%

## MISCELLANEOUS

### Bart Vs the Juggernauts ACCLAIM

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right.

85%

### Battleship MINDSCAPE

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest.

67%

### Caesar's Palace OCEAN

Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look.

77%

### Chessmaster HI TECH EXPRESSIONS

A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Recommended to all you budding chessmasters out there in the great beyond!

91%

### Choplifter II JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up.

78%

### Crash Dummies ACCLAIM

A quite original and chuckalicious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. All too easy to get actually hooked on. Clunk click, every single trip!

87%

### Paperboy MINDSCAPE

A dated and frankly quite boring game in which you deliver newspapers around suburbia, dodging dogs, grids and grumpy neighbours, oh how thrilling!

56%

### Paperboy 2 MINDSCAPE



Not much improvement has been made. It's still just as tedious as the first Paperboy and a daft idea anyway. Slow, boring and very cumbersome, this is one that's instantly forgettable.

54%

### Populous IMAGINEER

Want an intense personal challenge with a learning curve? You've got one. Want to play God? You ARE God! Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing.

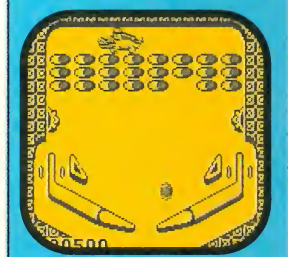
91%

### Rampart MINDSCAPE

Build or die in a medieval heaven involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for the much rougher onslaughts to come.

83%

### Revenge of the Gator NINTENDO



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but gameplay overrules that by ease.

87%

# RECOMMENDED

## GB ACTION'S IMMORTAL MUTHAS...

### Alfred Chicken MINDSCAPE

With so many bits 'n' pieces chucked in here, this soon becomes impossible to put down, developing into an impressive game playing extravaganza. Colourful and snappy, Alfred is destined for greatness.

92%



### Lemmings OCEAN

You guide a bunch of gormless furry nitwits across varied terrains, picking lemmings for certain tricky tasks. Charismatic gameplay and 100 brain twizzling levels make for one stormer of a cart.

95%

### Best of the Best: Championship Karate LORICEL

Identical to the SNES game and just as much bone crunching and face bruising fun. It's really fluid and very realistic, smouldering with fighting spirit. There's loads of moves to learn and tons of detail.

93%

### Parodius KONAMI

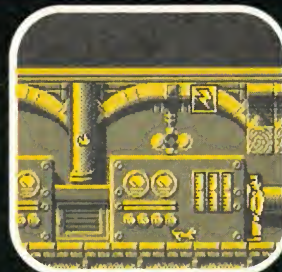
Cute 'n' colourful as well as challenging, this parodies the traditional blast'em-up. You now meet belly dancers and dancing pigs among others. All great revelry and tremendous fun.

90%

### Dr Franken ELITE

Ghoulis goings-on see Franky searching a Gothic castle for the bits of his girlfriend (sic) Bitsy. Solve diabolical puzzles in this graphically and sonically quite magnificent game. Gameplay too is faultless.

92%



### Prince of Persia MINDSCAPE

You can almost taste the Turkish Delight in this sophisticated platformer that combines teasing dilemmas with pinpoint action. The silky smooth animation and agility of the prince break into new grounds on the 'Boy.

90%

### Dr Franken II ELITE

Pure entertainment all crammed into one mega game as Franky returns. Graphics are amazing, tunes are funky and gameplay is hard to beat. A totally fabulous arcade adventure but not as long lived as its forerunner.

87%

### Star Wars UBI SOFT

Lasting and absorbing, it follows the plot of the film with enough platform, beat'em-up and puzzling action to cater for every whim. With characters and music from the movie, it's a great challenge.

92%



### Super RC Pro Am NINTENDO

An amazingly smooth, high powered race is the treat you're in for with this amazing little squealer. Pure pleasure to be had from a plethora of race tracks to try out.

89%

### The Empire Strikes Back UBI SOFT

This sequel to Star Wars is a towering monster of a game and a mammoth task to get through with more levels, more options and more puzzles than ever to keep you glued to your screen.

93%



### Krusty's Fun House ACCLAIM

Krusty's house is infested with rats. By the strategic placing of blocks he must guide them to their doom. Lastability is high as each flummoxing level fries your brains to a frazzle.

92%

### Top Ranking Tennis NINTENDO

At last! A new tennis game! The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast, and groovy with it.

90%



# Free Classified

## SWAPS

- I will swap Batman with instructions and box virtually new for Dr Franken or Edd the Duck. Please hurry. Ring Luke on 0902 28841.
- I will swap my Taz-Mania or Streets of Rage (both Sega Mega Drive) for 2 Game Boy games, eg. Battletoads, Faceball 2000, Mystic Quest, or Revenge of the Gator. Other games considered. First class recorded delivery both ways. Tel Peter on 0203 639505.
- Will swap Batman: Return of the Joker, Super Mario Land, Gremlins 2 or Double Dragon 3 for Best of the Best, Dr Franken I or II or Bart/Camp Deadly. Call Rohith on Luton 591054.
- Will swap Duck Tales (boxed) for Double Dragon 1, 2, or 3 or Crash Dummies. Telephone 0752 403709, ask for Ryan.
- Will swap Double Dragon 3 or Duck Tales for Battletoads, Super RC Pro-Am or The Humans. Must be in Oswestry area. Phone Matthew on 0691 658301.
- I will swap my Lemmings for your Alfred Chicken or The Humans. Also I will swap Mickey Mouse: Land of Illusion (Sega Game Gear) for Mickey Mouse: Castle of Illusion, or another good game for the Game Gear. Phone Emma on 0892 835709 now!
- Will swap Bart/Camp Deadly for Prince of Persia, Super Mario Land, Hook or any other good game. Call Oliver on 0234 713526.
- I will swap my Dr Franken (with instructions) for your Lemmings (must have instructions). Contact Anthony on (0236) 732520, Scotland. First come, first served, so be quick.
- Will swap Game Boy with 7 games for Sega Game Gear with about 3 games, or buy your Sega Game Gear for affordable price. Call Zac on 0604 787149.
- Look! I want to swap my NES games for Game Boy games, Looney Tunes, Kirby's Dream Land or Super Mario Land 1 or 2. Please phone Jordan on 0278 780251 after 4pm.
- Will swap Soccer Mania (American game) for Bomb Jack or Bill and Ted. Phone Craig on Hinkley, Leics., 613098. Hurry!
- Swap my Tiny Toons vgc for your Spider-Man 3 or Alfred Chicken. Must be vgc. Phone Chris on 0384 397194.
- I will swap Bart Vs Juggernauts for Looney Tunes or Tiny Toons, but I would like Tiny Toons more. Please hurry. Phone Jonathan on 0474 832665.
- Swaps: do you want to exchange your unwanted Game Boy carts? (1 for 1). No charge. I have quite a wide selection. Call on Mondays. Ask for Mark on 0323 833022.
- I will swap Super Mario Land 1 or 2, or Bart/Camp Deadly for Crash Dummies, Ferrari Grand Prix Challenge or Joe and Mac. Ring Gary on (0323) 733673.
- Swap Super Mario Land 2, WWF 2 or Bart/Camp Deadly for Lemmings, Prince of Persia, Star Wars or Krusty's Fun House. Phone Tom on 0488 682087.
- I will swap Motocross Maniacs for Star Wars, Battletoads or Super Mario Land 2. Must have box/instructions. Call Paul on 0539 534167.
- I will swap Bugs Bunny Crazy Castle or Motocross Maniacs for any good games. All considered. Call Sam on (0469) 61074.
- Swap my Pit-Fighter, Bomb Jack, Final Fantasy Legend, Princess Blobette (all boxed with instructions), Bill and Ted, Castlevania Adventure (with instructions only) or Hook for any game you've got on offer. Call Colin on (0924) 444810.
- I will swap Tiny Toons or Parodius for Super Mario Land 2, Best of the Best, Raging Fighter or Mystic Quest. Tel: Adrian on (0293) 541411. PS. You must collect from West Sussex area. Thanks! My games have boxes and instructions so I expect the same.
- I will swap Double Dragon and WWF 2 (Game Boy) for Super Mario Kart (SNES). Please swap. Ask for Martin on (0239 79) 318.
- Swap Super Mario Land, Fortress of Fear, Robocop 2, Ghostbusters 2, Balloon Kid, Mr Chin's Gourmet Paradise, Snoopy's Magic Show or TMNTurtles for The Flash (1 for 1) or Alien 3 (2 for 1). Phone Tobi on 081 292 7164.
- Swap my Dynablast, R-Type or Gremlins 2 for your Battletoads, Mega Man, Lemmings, The Humans, Tiny Toons or Kirby's Dream Land! If interested write to: James Megahy, 51 Balmoral Road, Galashiels, Scotland TD1 1JN. 1st class post.
- Swap my Dr Mario or Tennis for Super Mario Land, Dr Franken or Hook. Write to: Amber Teacher, Bledington Grounds, Bledington, Oxon OX7 6XL.
- Will swap Navy SEALs or Castlevania Adventure for any of the following: F-15 Strike Eagle, Top Gun or any other aeroplane games. Phone Mark on (0236) 755725.
- Swap Super Mario Land, Princess Blobette or WWF 1 for Tennis, Crash Dummies or F-1 Race. Phone Carly on 081 461 3405.
- Swap Prophecy: Viking Child for Robin Hood, Dragon's Lair, Revenge of the Gator, Addams Family, F-15 Strike Eagle, Joe and Mac or Bubble Bobble. Ring Mark on 0348 874263.
- Swap Ninja Gaiden, Track and Field, Qix, Robin Hood, Dragon's Lair, Skate or Die, Super Kick-Off or Castlevania Adventure for Bill and Ted, Battletoads 1 or 2, Super RC Pro-Am or Populous. Ring Mark on 0348 874263.
- Will swap my WWF 2 for your WWF 1. If interested ring Simon week days after 5pm on 0273 594253.
- I will swap Duck Tales, Looney Tunes or Double Dragon 2 for Lemmings, Ferrari Grand Prix Challenge, Crash Dummies or Motocross Maniacs. How could you resist such an offer? So give Neil a buzz on 0246 811044. Pretty please!
- I will swap Lemmings and Speedball 2 for any two of the following: Star Wars, The Empire Strikes Back, Mario Golf or Nemesis II. Ring Robin on 0909 565906.
- Will swap my Super Mario Land for your Track and Field or Crash Dummies. Call Ryan in Bristol on (0272) 779146.
- I will swap my Game Boy with 7 games, Nuby game light, magnifier and carry case for SNES with Street Fighter II. Ring 071 435 6924, ask for Ben. Please hurry, I am in the London area.
- Will swap my Top Ranking Tennis for your Alfred Chicken or The Empire Strikes Back only. Also, swap my Bart Vs Juggernauts, Terminator 2 or Super Mario Land for your good games. Phone William on 081 551 3507.
- Swap Turrican for Kirby's Dream Land or Spider-Man 2. Phone Dave on 0602 525543.
- Swap Alien 3, Batman, Double Dragon 3, Super Mario Land or T2: Arcade Game for Populous, WWF 2, Best of the Best, Super Mario Land 2, Speedball 2, Double Dragon 2 or any of the Mega Man trilogy. Ring Adrian on 0452 812942.
- Will swap my Game Boy, 4 games and accessories for Sega Mega Drive with 1 or more games, or a SNES with 1 game. Phone (081) 482 0973, ask for Kevin. Please hurry.
- Will swap Chase HQ for Alfred Chicken or Bart/Camp Deadly. Call me on 061 905 3327, ask for Richard.
- I will swap Swamp Thing or Centipede for Super RC Pro-Am, Darkwing Duck, Golf or Alfred Chicken. Ring Shamsul on 0224 662803.
- Swaps!!! I extremely need any football games for the Game Boy. I'll swap Mario & Yoshi, WWF 1 or Bugs Bunny Crazy Castle. For more information ask for Matthew on (061) 766 1516. Hurry!!!
- I will swap my Handy Boy for any 2 of these: Dr Franken I or II, Looney Tunes, Super Hunchback, Asterix the Gaul, Golf, Mario & Yoshi, Populous, Dragon's Lair, Mortal Kombat, Zelda, Battletoads 1 or 2, Top Ranking Tennis, Kirby's Dream Land, or either a Game Genie or Pro Action Replay cart. Ring Mark on (0472) 824638.
- Game Boy games for sale or swap: Kung Fu Master, Terminator 2, Kid Icarus, TMNTurtles 2 and Star Saver (Max-style shooty). Swap for Raging Fighter or swap 3 games for a SNES game. Sell for £10-15. All with instructions but no boxes. Ring Steven on (0384) 898268.
- Swap Tiny Toons or Super Mario Land for Alfred Chicken, Darkwing Duck, Milton's Secret Castle, Lemmings, Joe and Mac, Nemesis II or Alien 3. Phone Jeremy on (0904) 415679. Recorded delivery both ways.
- I will swap Motocross Maniacs for Mario Golf or Tiny Toons. Contact Phillip on 0869 245322.
- I will swap my Game Boy with 10 great games including The Humans, Castlevania I & II, Kirby's Dream Land, Bart, Motocross Maniacs, etc, for a Sega Game Gear with 3-6 games. As good as new. Phone George on 0372 469996.
- Will swap Revenge of the Gator or Skate or Die for Lemmings or Blades of Steel (preferably Lemmings). Call Tom on 081 399 0152.
- I will swap my Bugs Bunny Crazy Castle and Bart/Camp Deadly for your Handy Boy. If interested phone (0502) 589408, ask for Graham.
- Swap Super Mario Land 2, Super Hunchback, or Tiny Toons (boxed and instructions) for Alfred Chicken, The Empire Strikes Back, or Battletoads 2. Any other games considered. Phone Paul on 0900 824974.
- Swap Game Boy with 6 great game, Game Genie and carry case for 4 SNES games. Ring Richard after 6pm on 0395 442057. Please hurry.
- I have Lemmings, will swap for Protobactor, or Nemesis I or II. Ring 0895 677459, ask for Alan.
- Swap Nintendo World Cup or Dr Franken for your Tennis. Phone Oliver on (0908) 216657, week days between 5.30-6.30pm. Fair play to you.
- Swap WWF 2 or Blades of Steel for Super Mario Land 2 or Caesar's Palace. Manchester area only. Must be able to collect. Ring Lee on 061 225 3893.
- Will swap Game Boy, Logic 3 carry case, Gauntlet II, Mystrium, Tetris, and Metroid II for Sega Game Gear, Sonic the Hedgehog I & 2 or Sonic the Hedgehog and Desert Strike. Write to: Luke Swan, 126 Turner Road, Colchester, Essex CO4 5JT. Or phone 0206 851475. Hurry!
- Swap my Faceball 2000, Solomon's Club, 4-in-1 Fun Pak, Dragon's Lair or Bugs Bunny 2 for your Battle of Olympus, Final Fantasy I or II, Populous or Jeep Jamboree. Phone Jim on 0506 670557.
- Will swap my Bart/Camp Deadly (boxed with instructions) for your TMNTurtles 1 or 2 (boxed please). Phone 0482 821317 and ask for Toby.
- Swap my Spider-Man, Tetris, Bart Vs Juggernauts, Super Mario Land 1 or 2, Quarth, Bugs Bunny Crazy Castle or Castlevania Adventure for Super Hunchback, Lemmings, Super Kick-Off, Mega Man I, II or III, Top Ranking Tennis, Joe and Mac or Track and Field. If interested call James on 0298 813319.
- I will swap my Spider-Man 2 or Prince of Persia for Track and Field, Star Wars, The Empire Strikes Back or any tennis game except Mario Tennis. Other games accepted as well. Phone Bradley on 081 478 0148.
- I will swap my Phantom Air Mission or Populous for any equivalent value game. Phone Paul on 0844 216345.
- I will swap my Terminator 2 boxed with instructions for your Dr Franken, Populous or Alfred Chicken. Please write to: Simon Ramskill, 16 Okeover Avenue, Ashbourne, Derbyshire DE6 1FX.
- Swap Super Hunchback for Crash Dummies, Star Wars, Best of the Best or F-15 Strike Eagle. Ring Phillip on 021 453 9890.
- Will swap WWF 1 or Robocop 2 for Track and Field or Raging Fighter. Phone William on 071 730 9062.
- Will swap my Mr Do and Super Kick-Off for Super Mario Land 2 and Lemmings or another game. Ring Chris on 0742 551505.
- Will swap WWF Superstars for Lemmings, The Blues Brothers, Protobactor or Dr Franken. Leicester area or able to collect. Ring Matthew on 0664 62776.
- Swap Mystic Quest or Castlevania II for Battle of Olympus, Ultima: Runes of Virtue, Ragnarok or Mystrium. Please write ASAP to me with your telephone number. Desperate. Write to: Mr C Biggin, 7 Larpi Green, Whitwell, Worksop, Notts S80 4TY.
- Will swap Populous, Tennis, Radar Mission, Kwik, Spider-Man, Mega Man, Nintendo World Cup or Gauntlet II for any other good games.
- Swap my Kirby's Dream Land, Lemmings, Populous, Nemesis II, Gargyle's Quest, Super RC Pro-Am, or Terminator 2 for Mystic Quest, Ultima: Runes of Virtue, Top Ranking Tennis, Bases Loaded, Legend of Zelda, or Krusty's Fun House (others considered). Phone Ian on 021 426 2423.
- Swap pool table with cues, rest, triangle, snooker and pool balls for Game Boy games. Tel: Hayley on 021 624 1476, Birmingham.
- Hello! I want to swap my Double Dragon or Tetris for absolutely 1 repeat absolutely any other game. Ring Michael on Plymouth, Plymouth 482842.
- Swap my Alien 3 for your Alfred Chicken, Dr Franken II, The Empire Strikes Back or Revenge of the Gator, boxed with instructions both ways. Phone Nick on 0226 248025 after 6pm.
- Will swap Mickey's Dangerous Chase, Spider-Man 2, Pit-Fighter, Fortress of Fear or Super Mario Land for Duck Tales, Choplifter 2, Looney Tunes, Protobactor, a Game Genie or a Pro Action Replay. Must be boxed with instructions in good condition. Call Michael on 0526 320580 after 7pm.
- Swap Super Kick-Off for Super Off Road or Battletoads. Must have box and instructions. Phone Joel on 0908 315426.
- Swap Super Mario Land 2 or Kung Fu Master for your Kirby's Dream Land or any good game. Ring Daniel on (0244) 378753.
- Will swap Rescue of Princess Blobette for Game Boy game over 70%. Phone 0273 478512, ask for Joe.
- I will swap my NES with 5 games for a Game Boy with 3 games. Please phone Scott on (0324) 552451.
- Swap Alien 3 for The Empire Strikes Back, Top Ranking Tennis, Lemmings, Best of the Best, Parodius or Jeep Jamboree. Phone Eliot on 081 863 6691.
- Will swap my Super Mario Land 2 (with instructions) for Alfred Chicken or Mario Golf. Ring Otis on 071 253 2754 after 6pm.
- Idiot will swap Sega Mega Drive with 5 games for Game Boy with 7 games. Phone Andrew on 081 866 6487.
- Will swap Side Pocket for Dynablast, King of the Zoo or Alfred Chicken. Contact David on 0425 617605. Must be in Bournemouth area.
- Swap my Star Wars for Alfred Chicken, Hook or Super Mario Land 2, and my Metroid II, Duck Tales or Swamp Thing for Super Hunchback, Addams Family, Bugs Bunny Crazy Castle, Mickey Mouse, Castlevania II, Fantasy Legend II or Gargyle's Quest. Tel S on Harlow Essex (0279) 428968.
- Will swap Lemmings or Qix for Super Mario Land 1 or 2, or Taz-Mania. Please ask for Joanne after 5pm on 0595 84407. Boxed with instructions.
- I will swap my Spider-Man 2, Dr Mario, Ghostbusters 2 or Gargyle's Quest for Parodius, Terminator 2, Lemmings, The Humans or Crash Dummies. Brighton area only. Call Karim on 0273 676339.
- Will swap my Super Mario Land or Blades of Steel for Lemmings, Mario Golf or Jeep Jamboree. Ask for David on 0438 369643.
- Game Boy games up for swaps! I have Star Wars, Gremlins 2 or Dragon's Lair, I want Joe and Mac, Kirby's Dream Land, Paraso Stars, Rodland, Choplifter II or Dynablast (might accept others). Phone Jamie on 0455 239514 after 4pm any day. Hurry!
- I will swap Duck Tales, Super Mario Land or Spider-Man for Top Ranking Tennis. Phone Edward on (0455) 644862.
- Swap Game Boy with 4 games including Star Trek and Ninja Gaiden Shadow plus game light and issues of certain magazines for Sega Game Gear. Please hurry! Call 0372 459628 or write to: Neal Hurrell, 37 Downlands Road, Great Bookham, Surrey KT23 4LF.
- Will swap Super Mario Land 2, Duck Tales, Double Dragon, Xenon II, Talespin or Mickey's Dangerous Chase for Castlevania Adventure, Lemmings, Mega Man, Populous or Alien 3. Ring Neil on (0869) 277212.
- I will swap Gremlins 2, Prince of Persia, Motocross Maniacs or Super RC Pro-Am for Tiny Toons, Battletoads, Alfred Chicken or Best of the Best. Write to: Simon Gardner, Oak Lodge, Henwood Green Road, Pembury, Tunbridge Wells, Kent TN2 4LW.
- Swap my Sega Mega Drive games Sonic the Hedgehog 2 (no instructions), John Madden (no box) and California Games for your Game Boy games. Only good games considered. Ring Mark on 0509 215653.
- Swap Lemmings, Best of the Best, Dr Franken, Turrican or Mega Man (all boxed as new) for Populous, Revenge of the Gator, The Empire Strikes Back, Star Wars, Alien 3 or Battletoads 1 or 2. Write to: Wayne Millington, 64 Eastney Crescent, Pendeford, Wolverhampton, West Midlands WV8 1YQ.
- Will swap Krusty's Fun House for Super James Pond or Joe and Mac. Phone Joe on 0298 26763.
- Will swap Dragon's Lair for Alien 3, Tiny Toons or any good game. Call Andrew on 0726 812399.
- I will swap my brand new personal stereo plus headphones and batteries for any Game Boy game. Ring S on 0703 441587.
- Swap Golf boxed with instructions for Phantom Air Mission, Super RC Pro-Am or any other good game. Boxed with instructions. Phone Lee on (Cleveland) 0642 585515.
- Swap my Super Mario Land, Nintendo World Cup, Mario Golf or Robocop for Top Ranking Tennis, Super Mario Land 2, Krusty's Fun House or Track and Field. Also swap PC games. Ring Gerry on Ireland (096) 51045 after 6pm.
- Swap my Lemmings, Speedball 2 or R-Type for Star Wars, The Empire Strikes Back, Mario Golf, Pang or Boxle 2. Ring Robin on 0909 565906.
- I will swap my Super Kick-Off, Tennis or Super RC Pro-Am for your Track and Field, Best of the Best, Caesar's Palace or Tiny Toons. All must be boxed with instructions. Phone Daniel on (0204) 700310 every day after 4pm.
- Will swap Ferrari Grand Prix Challenge for Crash Dummies, Prince of Persia, Best of the Best or any other good game. Ring Marcus after 6pm on 0532 374282.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action


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Telephone.....

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Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

**FREE!**



# Adverts

● Swap my WWF for Nintendo World Cup. WWF has instructions. Call Peter on (0704) 540894. Please, I'm desperate.

● I will swap Super RC Pro-Am (rated 89% and recommended by GB Action) for one of the following: The Empire Strikes Back, Battle of Olympus, Top Ranking Tennis, Probotector or Crash Dummies. Must have instructions. Ring Richard on 081 660 7312.

● Swap my boxed Dr Franken for The Empire Strikes Back, Prince of Persia, Crash Dummies, or Best of the Best. Boxed. Ring George on 0395 443426.

● Will swap my Dr Franken for Best of the Best, Rampart, Track and Field, Jack Nicklaus Golf, F-15 Strike Eagle or other good games. Phone Andrew on 041 647 0297 after 5pm.

● I will swap Lemmings for Alfred Chicken, The Humans or Joe and Mac. Also I want to swap Mickey Mouse Land of Illusion (Sega Game Gear) for any other brilliant game on the Game Gear. Also, cheap Sega Master System II games wanted. Phone Emma on (0892) 835709.

● Will swap Super Hunchback, Nemesis, Bart/Camp Deadly, Terminator 2, TMNTurtles, WWF 1 or Super Mario Land 2 for Alfred Chicken, Lemmings, Populous, Krusty's Fun House, Dr Franken I or II, Tennis, Jeep Jamboree or Prince of Persia. Ring Lucy on 0661 871416.

● Will swap my Game Boy Personal Organizer, boxed unused USA import, for Lemmings, Super Mario Land 2 or offers. Ring Chris on 0536 761435.

## SALES & SWAPS

● Swap or sell TMNTurtles, and swap or sell my 8 games for 4 or more of your games, or sell the 8 games for £50 ono. Phone 0283 814185, or write to: Jody Bunting, 7 Church Avenue, Hatton, Derby DE65 5DP.

● Swap Star Wars for Top Ranking Tennis, or willing to sell for reasonable price. Write to: Kevin Renton, 102 Almonds Green, West Derby, Liverpool L12 5HT.

● Will sell Super Mario Land 2 (unopened, unwanted gift) for £25, or swap for Super Mario Kart for the SNES. Give Neil a call on (031) 334 5236.

● Swap NES with 2 games, light gun, robot and accessories all boxed and good condition for Game Boy with 2-3 games. Phone Gareth after 4pm on 081 692 6457, London are only. May sell for £95.

● For sale Turrican £10, Super Kick-Off £14, and Star Wars £17. May consider swapping for Super RC Pro-Am, Jeep Jamboree, Looney Tunes or Alfred Chicken. Must be in perfect condition because mine are. Phone Philip on 0785 214253 between 5-6pm.

● For sale TMNTurtles 1 and 2, boxed with instruction booklets. Also swap Populous boxed with instruction booklet for a good game with a lot of playability. Phone Neil on (0793) 762904.

● Game Boy games for sale or swap: Lemmings, Alien 3, Tiny Toons, Double Dragon, Best of the Best, Batman, Kirby's Dream Land, Looney Tunes, Prince of Persia, Star Wars, Super Mario Land 2 or Probotector. If interested phone David on 021 355 4213.

● Swap Spectrum 48K, 1,00+ games and tape deck for 4 Game Boy games like Probotector, Lemmings or Battletoads. Will sell for £50 ono. Ring Kenneth on (0787) 476297.

● Swap or sell NFL Football, Tetris, Phantom Air Mission, or NASCAR Fast Tracks for any game. Write to: Robert Oswald, 806 Lewis Flats, Lxworth Place, Chelsea, London SW3 3QG.

● Duck Tales and instructions (no box), £12. Swaps considered. New Handy Boy, unwanted gift, £20. Tel: James on 0787 237702.

● I will sell Metroid II for £15, or swap for Tiny Toons, Dr Franken, Crash Dummies, Super Hunchback or Krusty's Fun House. Must live in Bromley or Orpington area. Ring Jody on 0959 571761.

● Will swap or sell Bill and Ted (£12), Star Wars (£14), and Super Mario Land (£6). All boxed etc., yours must be too. Swap for RPGs, Alien 3 or Asterix the Gaul. Ask for Robert on 0360 85378.

● Game Boy games for sale or swap: Kung Fu Master, Terminator 2, Kid Icarus, TMNTurtles 2 and Star Saver (Max-style shooty). Swap for Raging Fighter or swap 3 games for a SNES game. Sell for £10-15. All with instructions but no boxes. Ring Steven on (0384) 898268.

● Will swap my WWF 1 for Lemmings, Tiny Toons, Duck Tales, Looney Tunes or Battletoads. Will sell for £15. Phone Rob on (0203) 302043.

● I will sell my Game Boy with 5 games for £85 ono. Or I will swap it for a SNES with preferably 2 games. Call Rhys on 0244 370313.

● Will sell Super Mario Land, Dr Franken or Prince of Persia for between £13-15 each. Or will swap for Krusty's Fun House, Best of the Best, Top Ranking Tennis, Star Wars or Tiny Toons. Phone Mark on (0736) 61624. Recorded delivery postage please.

● Hey, look I will sell my Game Boy with Super Mario Land 1 (92%) and 2 (90%), Crash Dummies (brand new 87%) and Tetris. All boxed with instructions and Game Boy with guarantee. Also a £20 carry case with adaptor, recharger, headphones and holds 20 games in front pocket. Worth over £200, will sell for £85. Or swap for Sega Mega Drive. If interested phone Jo on (081) 658 2841.

● Swap Game Boy with 3 games (includes Hook) for Sega Game Gear, or sell for £65. Fully boxed with instructions, as new. Dial 081 770 0594, ask for Claire, please hurry!

● I will swap my Krusty's Fun House (brand new) for your Alfred Chicken or any other good game. Also for sale or swap Terminator 2, £8-10. If interested please call Toby on (0923) 282344 week days after 5pm and any time at weekends. Please hurry.

● To swap Mega Man II for Battletoads 1 or 2, or sell for £20. Call Daniel on (0902) 759183.

● For sale Kirby's Dream Land for £15, or swap for Battletoads or Krusty's Fun House. Games must have boxes and instructions. Phone Steven on (0533) 873404. Please hurry, I'm desperate.

● I will sell my Spider-Man for £12, or swap for your Kirby's Dream Land, Crash Dummies, Alfred Chicken, Lemmings, The Humans or any other good game. Phone Stephen on (0223) 891745.

● Will sell Faceball 2000 (as new, never been used) for £15, or swap for Jeep Jamboree in similar condition. Ring James on 0621 776224.

● Swap my Super Mario Land 2 for your Alfred Chicken, Super RC Pro-Am, Best of the Best, The Empire Strikes Back or Battletoads 1 or 2. Also sell for £10-15. Phone Toby on (0923) 282344. Please hurry.

● Game Boy games Tiny Toons for sale, £15, with box and instructions. Or swap for Track and Field. Or buy Track and Field for up to £19. Please ring Peter on (0232) 667101.

● Swap or sell Asteroids or Bad 'n' Rad for any Game Boy games. Write to: Robert Oswald, 806 Lewis Flats, Lxworth Place, Chelsea, London SW3 3QG.

● Swap Super Mario Land 2, Probotector or Krusty's Fun House for any good games, or sell for £18 ono. Phone Mark on 021 355 1781.

● Will sell Motocross Maniacs boxed with instructions for £13 ono, or swap for any good game, ideally Alfred Chicken, Bubble Ghost or Crash Dummies. Ideally in the Buckinghamshire area. Thank you. Phone (0296) 748036, ask for John.

## WANTED

● Wanted instructions or photocopy of instructions to Krusty's Fun House. Phone Nicola on (0392) 214541.

● Wanted! Issues 1-14 of GB Action. Reasonable prices paid. Also cheat books wanted (please specify make). Call Noel on 0623 662360. Needs to be in Notts area for easy collection.

● Does anybody in Dublin want to sell Super Mario Land to me? I'll pay £10 and a screen magnifier. Ring Taria on Ireland (01) 370658.

● Wanted: Dragon's Lair, Motocross Maniacs or Alien 3 for Game Boy. Phone Rob on (0842) 764413 for a pukka wicked hardcore sorted result!

● Wanted issues 1-10 of GB Action. Phone Evangeline on 086730 7600, or write to: Evangeline Wood, Carters Cottage, 2 Fieldside, Long Wittenham, Nr Abingdon, Oxfordshire OX14 4QB.

● Wanted! I will buy the following Game Boy carts off you: Revenge of the Gator, Lemmings, Super Mario Land 2 and Best of the Best. Will pay £10-20. Contact Jeff on (0546) 602031. Callers must live in Argyll area.

● Wanted: Mega Man II & III, Revenge of the Gator, Lemmings, The Empire Strikes Back, Batman: Return of the Joker, Populous and Castlevania II. Will pay £10-12 per title. Ring Darren on (0926) 491585.

● Wanted! Monopoly, Alleyway or The Chessmaster. Will swap for Super Mario Land, Gargoyle's Quest, Adventure Island, Terminator 2 or Bugs Bunny Crazy Castle. If so, contact Andrew on 0792 864358.

● Wanted: Game Boy Chessmaster in good working condition. Wanted: Game Boy and Tetris (will pay up to £30). Ring Kevin on 071 263 5349.

● Wanted: Alien 3, Star Wars, Track and Field, Looney Tunes, Dr Franken II, Alfred Chicken and Probotector. Also swap and buy Sega Mega Drive games. Phone Matthew on 0908 543216.

● Wanted Game Boy games: Crash Dummies, Revenge of the Gator, Alfred Chicken, etc. Must be quite cheap. Very poorly paid in pocket money! Phone now and ask for David. Please hurry. Would help if in the Leeds/Bradford area. Thanks! Tel: 0943 877318.

● Wanted: Any good games, especially Populous, Jeep Jamboree or Best of the Best. Will swap for 1 of 10 great games including Track and Field, Dragon's Lair and Super Kick-Off. Ring Mark on 0348 874263.

● Wanted Pacman for Game Boy, boxed and instructions please. £15 paid. Phone Ian on 0527 404615.

● Wanted Super RC Pro-Am, Probotector, Lemmings, Top Ranking Tennis or Star Wars. I will give £10-15 for each. Tel. Alex on Bristol (0275) 843011.

● Wanted: Faceball 2000, Football International, Jeep Jamboree, Pinball Dreams, Revenge of the Gator, Super Mario Land 2 and Super RC Pro-Am. £10+ paid. Phone Mondays and ask for Mark on 0323 833022. Also possible game swaps.

● Wanted WWF 1, 2 or 3. Will swap Robocop or Tetris or pay up to £10. Phone Steben on 0270 583140.

● Wanted Tiny Toons or Looney Tunes for the Game Boy. Will pay £13 each. If interested call Nick on 0752 345674, Plympton area.

● Wanted Revenge of the Gator. Will pay £15 if in good condition, boxed with instructions. Ring Lynne on 051 526 2588.

● Wanted SNES with Street Fighter II and I other game, and Barbie for Game Boy. I will swap Mega Man II and Super Mario Land 1 or 2 for other good games. Ring C on 0532 672330.

● Wanted: Instruction manual for Mario Tennis and Lemmings (Game Boy), will pay good prices. Phone Neil on (0284) 766103 or write to: Neil Walker, 32 Malvern Avenue, Bury St Edmunds, Suffolk IP33 3XQ.

● Wanted: Revenge of the Gator, Q\*bert and Qix. Will pay £10 each with instructions. Will consider without. Phone William on 071 281 1091 and leave your message.

● Wanted Pacman for Game Boy in good condition. Will pay up to £14. Phone L on (0235) 816785 after 5.30pm. Thanks!

● Wanted Tetris. I will give you Bart Vs Juggernauts for it. Please ring (0232) 657476 and ask for Ruth.

● Wanted: WWF 2. Swap for Bart/Camp Deadly, Balloon Kid or Tetris, urgent! Also swap Castlevania Adventure for Asterix, WWF 1 or good game. Phone Kate on (061) 456 7665.

● Wanted any 1 game (not Tetris) for a swap for an Alba Bass Boost Walkman with earphones, 1 shoe bag (Adidas), 1 Cheetha Mach 1 joystick, 3 CDs and a scientific calculator. All that for 1 game for Game Boy. Please swap. Phone Andrew on 0788 550724 now!

● Wanted Game Boy games: Star Wars, Top Ranking Tennis, Motocross Maniacs and Felix the Cat. Ring 0285 657867 or 0285 658307, ask for Sheila.

● Wanted GB Action issues 1-5, 50p for 1 or £2 for all, must be in good condition. Write to: Ben Adani, 82 Grange Drive, Glen Parva, Leicester LE2 9PG.

● I will buy all your unwanted carts for £5 apiece from Super Mario Land, Double Dragon and Tetris. Write to: Tylan Veerasinghe, 44 Sefton Avenue, Harrow, Weald, Middlesex HA3 5JR. I also want Alleyway for £3. Write soon, thanks.

● Wanted Game Boy car adaptor, willing to pay £3. Send your name, address and telephone number to Mr N Venables, 2 Lon Hafan, Abergelle, Clywd, North Wales LL22 8QJ. Hurry. Please send before 10/10/93.

● Wanted! Back issues of GB Action 1-6. Will pay £10 for the lot. Phone David on Leyland 0772 453058.

● Wanted! Somebody, anybody to swap some of their games for my Dragon's Lair, Star Wars or Gremlins 2. Please, please ring! Phone Jamie after 4pm any day! My number is 0455 239514.

● Wanted Game Boy games without boxes but with protector, will pay up to £10. Write to: Fred Moore, Thornborough Grounds, Buckingham, Bucks MK18 2AB.

● Wanted Game Boy under £50 desperate! Call Lee on 0455 617931.

● Wanted: Dr Franken II, The Blues Brothers, The Humans, Lemmings, Spot the Cool Adventure, Looney Tunes or maybe Battletoads 2. Will pay up to £15. Please phone Gareth on (0222) 493255 from 4.30-10pm week days. Thanks.

● Wanted! Revenge of the Gator. Will pay £10-15, or swap for Choplifter 2 or Mario & Yoshi. If interested, call Giles on (0453) 521873. Although I may not be in, call at all reasonable times. If possible, in Bath/Bristol area.

## SALES

● For sale Game Boy with light boy and carry case with 13 games including Super Mario Land, Lemmings, Robocop, Kirby's Dream Land, Adventure Island, Bart Simpson, Batman: Return of the Joker, Duck Tales and World Cup Football, £160 ono. Phone Leighton on 0494 721879.

● For sale Bart Vs Juggernauts, Blades of Steel and Speedball 2 for £15 each. Phone James on (0432) 274491.

● Sell Super Mario Land 2 for £20 ono. Plus mains adaptor for £5 ono. Please ring Stuart on 021 382 5255.

● For sale: Jordan Vs Bird, fully boxed with instructions, will sell for £15 ono. Phone 081 958 2829, ask for Wesley.

● Game Boy for sale, new, unwanted gift, still in the box, with 5 games boxed with instructions. Sell for £100. Phone Zahed on 081 556 9662.

● For sale: Game Boy and Tetris, approx 1 year old, in pretty good condition, comes with spare screen and two player lead, will sell for £35. (With rechargeable batteries, £40). If you are interested phone 081 958 2829 and ask for Wesley.

● For sale Game Boy with Tetris and Terminator 2 games. Bargain price, £50. Don't be shy, please phone Asif after 7pm on (071) 790 5212.

● Game Boy for sale with adaptor and 2 games, Navy SEALs and Go Go Tank. Game Boy and adaptor are boxed. £60. Will sell games, adaptor and Game Boy separate. Phone Kaz on (0425) 628085.

● Game Boy for sale with Dr Franken, Super Mario Land 2, link cable, earphones, batteries and GB Action mags 8 & 11-15, for only £70. If interested, phone Robin on (0892) 655556.

● New Game Boy games for sale, Motocross Maniacs £10, Looney Tunes £15, unwanted gifts. Ring William on 0787 237702.

● For sale Prince of Persia on Game Boy, no box or instructions. Sell for £10. If interested, call after 6pm on (0582) 478319, or write to: Karl Reed, 9 New Woodfield Green, Dunstable, Bedfordshire LU5 4UL.

● Game Boy, 7 games and accessories in good condition, only £130 ono. Call Ian on 0925 231934.

● For sale: Bo Jackson, 2 games in 1, baseball and American football, fully boxed with instructions, will sell for £15 ono. Phone: 081 958 2829, ask for Wesley.

● Boxle Game Boy game, boxed, in good condition, nearly brand new, just £15 ono! Just dial (0902) 759183, ask for Amy. Thank you!

● Game Boy for sale with 12 good games plus many good accessories. Very good condition for only £200. Call Edward on 0983 760094.

● Game Boy, Handy Boy, AC adaptor, battery pack, carry case, Super Mario Land 2, Star Wars, F-1 Race, Dr Franken, Tetris, Tennis and T2: Arcade Game, £160 ono. Phone Gaby on 083 23658.

● Hi! I will sell Game Boy and 2 games (Super Kick-Off and Phantom Air Mission) for £45. Write to: Fred Moore, Thornborough Grounds, Buckingham, Bucks MK18 2AB.

● Game Boy with 5 games, Super Mario Land 1 & 2, Parasol Stars, Snoopy's Magic Show and Tetris, all boxed with instructions, £70. Ring Adam on 061 881 9683.

● For sale Game Boy game Tetris £8-10. Phone any time. Ask for Andrew on 0788 550724, any areas.

● For sale Game Boy with 1 game called Ghostbusters 2, plus a leather Nuby carry case and also Philips Bass Boost earphones for £50. Ring Jaspal on 0753 822520.

● For sale: Dynablast, boxed with instructions, excellent condition, as new, £8. Ring Leigh on (021) 358 1157.

● GB Action issues 4-7 and 9-16 for sale, £1.50 each or £10 for the lot. Also guide for R-Type, Super Mario Land and Bart/Camp Deadly for £1, or swap all for a game. Ring Thomas on Sheffield 471291.

● Game Boy (including Tetris, cable and headphones) £40, Blades of Steel £15, Joe and Mac £15, Super Mario Land 2 £15, mains adaptor £5, all boxed and mint condition. Will sell all as one bundle for £75, or separately as above. Ring Simon on 0904 769446.

● Game Boy plus boxed games Alien 3, Populous and Tetris, excellent condition, £70 the lot. Call Con on 0925 53452.

● Game Boy for sale, £40, with Tetris, Double Dragon, Duck Tales and magnifier. Other games also for sale separately, £10-12 each. Phone Rupert on 0872 863040 (0907).

● 2 Game Boy games for sale, Castlevania Adventure £10 and F-1 Race £14 with 4 player adaptor. Ring 0202 532609, ask for Kevin.

● For sale, Alien 3, mint condition, with box and instruction booklet, £20. Ask for Sam on 0602 521862.

● Listen here I want you to buy my games which range from £10-15. Otherwise I'll set my kitten on you, so buy them or else! Ring Michael on 0843 47954.

● For sale, 6 Game Boy games: Looney Tunes, Mercenary Force, Parolius, Spider-Man, Blades of Steel and Brain Fighter Deluxe. £10 each or all for £55. Call Peregrine on 081 546 0202 after 6pm on week days. Also Handy Boy £15.

● For sale: NBA All-Star Challenge, fully boxed with instructions, will sell for £15 ono. Phone 081 958 2829 and ask for Wesley.

● Game Boy Game Genie, new unwanted prize, first £17.50 sent gets the prize. Ring Celia on 0274 544190.

● For sale Game Boy game Lemmings, mint condition, £15. Tel Debbie on 081 524 7482 after 5pm.

● Will sell Game Boy with link up, earphones and 17 games including: Super Mario Land 1 & 2, Jeep Jamboree, Double Dragon 2 and Batman. Plus light master and mains battery pack. All fully boxed with instructions except 2 carts. For £250. Contact Andrew on 081 898 6189.

● 6 Game Boy games to sell: Wheel of Fortune, Othello, Centipede, Caesar's Palace, Splitz or Snoopy's Magic Show. £12 each or 3 for £30. Ring Celia on 0274 544190.

● For sale issues 8-11 & 13-15 of GB Action, £1.50 each. Tel Dan or Tom on 0452 713667.

● Game Boy games for sale: Tetris, Krusty's Fun House, Batman, Lemmings, Bart Vs Juggernauts and Star Wars, £10 each. Phone Sam on 0642 554725.

● For sale Super Mario Land £15, and Kwirk £10 for Game Boy. Also for sale Sega Game Gear hardly used with Streets of Rage, Olympic Gold, Out Run Europa and Joe Montana plus carry case, £98. Ring 0959 571761, ask for Lee.

● Brand new Game Boy and Tetris, Game Boy light, magnifier, rechargeable pack, mains adaptor and 5 games: Super Mario Land 1 & 2, Bart/Camp Deadly, Nemesis and Golf. Worth £210, sell for £125. All boxed. Tel Wayne on 0703 847784.

● For sale Game Boy and carry case, light, earphones, adaptor, link and 4 games: Tetris, Super Mario Land, Paperboy and WWF 2. £150 ono. Phone Nathan on 0646 692402.

● You're stupid to ignore this offer!! Game Boy boxed with 3 games, headphones and cable for multiple play. Plus protective holder which is worn around neck. Costs just £60. Phone Ily on 071 935 1361.

● 15 games, sell as complete package. Includes Super Mario Land, Tetris, Spider-Man, Motocross Maniacs, Turrican, etc. Worth £230, sell for £100 ono. Ring Matt on 051 343 9360 very soon.

● For sale: Mario Golf, just in protection case, no box, comes with instructions, will sell for £120. Phone: 081 958 2829, ask for Wesley.

● Bargain offer: Game Boy for sale and 6 games: Best of the Best, Missile Command, Othello, Radar Mission, Terminator 2 and Tetris. All in excellent condition, boxed and instructions. Link cable and headphones are also included. All this for £50! Phone Boris after 6pm on 0268 747568.

● Game Boy for sale with 6 games including WWF 2 and Super Mario Land, worth £200+, sell for £110 ono. Phone Chris on 0242 820909.

● For sale Dr Franken and Spot the Cool Adventure for Game Boy, £15 each. Phone (0934) 620343 between 4-9pm and ask for Duncan.

● Game Boy with 4 games including Super Mario Land 2, battery recharger and box, all in excellent condition. Only £70, worth £185. Phone Helen after 5pm on 081 363 2297.

● For sale Hook £15, Prince of Persia £13, Duck Tales £12, Bugs Bunny Crazy Castle £10, and Super Mario Land 2 £15. Boxed with instructions. Tel Mick on 0254 774799 after 6pm.





# classifieds

● I will sell Super Kick-Off, Bubble Bobble, WWF 1, Bugs Bunny 2 and Ninja Boy, £10 each. All of them are Game Boy games. Also Wonderboy, £12 for the Sega Master System. Phone Alex on 081 686 8503.

● Game Boy game Dragon's Lair as new £12 and TurboGrafx-16 Hucard Splatterhouse unwanted present £25. Will post with no extra cost. Phone S on (0702) 469518.

● For sale Lemmings on Game Boy, £20, boxed with instructions, hardly used. Write now to: Karoline Adamson, 29 Horton Grove, Monkspath, Solihull, West Midlands, B90 4UZ.

● For sale Lemmings boxed £15, and F-1 Race not boxed £10. Ask for Joe on (0692) 536217.

● Game Boy with 10 games including Battletoads, Speedball 2, and Dr Franken. Also Game Genie, Game light, carry cases and AC adaptor. Offers around £185 ono. Phone Sue on 051 548 8820.

● Do you want GB Action issues 8-17 in vgc? For £1.50 each? Or accept swap of WWF 2 or Personal Organiser for the lot or £13.50. If so, phone Kate on (061) 456 765 after 5pm.

● For sale 5 Game Boy games: Duck Tales, Turrican, TMNTurtles 2, Castellan and Spider-Man. £10 each, or all for £45. Call Mark on (0272) 624804.

● For sale Game Boy with 5 games and magnifying, worth £210, sell for £150. Also for sale Speed-King joystick for the Atari ST or the Amiga, £10. Phone Keith on 0865 68560.

## PERSONALS

● If your name is Daniel and you have a brother called Steven and live in the High Wycombe area, would you contact Evangeline Wood by writing to me at this address: Carters Cottage, 2 Fieldside, Long Witterham, Nr Abingdon, Oxfordshire OX14 4QB.

● Nice try, Stephen from Co Durham, but no dice!

● Saying a big hello to Tom Manthorpe and Mark Bourgaize. Will write to you soon. Jamie and Sarah Moss.

## PEN PALS

● Penfriend wanted aged 11-14, female or male, must like music, Game Boy and NES. So write to: Richard Gates, 51 Lower Icknield Way, Marsworth, Nr Tring HP23 4LW.

● Male or female penpal wanted aged 14-16. Must be Game Boy fan. Please send a recent photo. So get writing right now to: Neil Hales, 17 Coleridge Close, Pelsall, Walsall, West Midlands WS3 5BG.

● Penpals wanted, aged 12-13. Must have a Game Boy and must like sports. If you're interested, write to: Philip Oakley, Keeperview, Roo East, Ardnacrusa, Co Clare, Ireland.

● Calling all male/female Game Boy enthusiasts aged 14+. If you like computers, must like music, drawing and having fun, drop me a line. Photo if possible. Write to: Chris Neville, "Maple Lodge," The Drift, Bourn, Cambs CB3 7TB.

● Female penpal wanted 18+. I have lots of interests like Game Boy. Guaranteed reply, photo if possible. Write to: David Tait, Graig Farm, Pentrecwrt, Llandysul, Dyfed SA44 5DW.

● Female wants penpal male/female aged 12+. Reply promised. Must like having fun and anything else. Photo if possible (doesn't matter though). Get writing to: Lisa Barrett, 38 Russell Avenue, Sproston, Norwich NR7 8XE.

● Penpals wanted, male or female, aged 10-13, 100% reply. Write to: Kimberley Fisher, 7 Saffery Close, Eastwood, Leigh-on-Sea, Essex SS9 5HY. Please write!

● Wanted: female penpal aged 10-12. I play the flute and love Yorkshire terriers. Write to: Helen Terry, "Tresco," Cudhill Road, Brixham, Devon TQ5 9JQ.

● Penpals wanted! Male or female, aged 15-17. Game Boy not essential. Guaranteed reply. Please write to: James MacLeod, 174 Patrick Street, Grimsby, South Humberside DN32 9PH.

● Penpal wanted, 9-12 years old who likes video games, rave music, Guns N' Roses and football. Write to: Robert Brechin, 34 Glebe Road, Thringstone, Coalville, Leicester LE67 8NW.

● Wanted male or female penpal, any age, with a good sense of humour. Photo if possible. Write to: Louise Sheppard, 23 Mona Street, Beeston, Nottingham NG9 2BY.

● Cereal killer!! Right, down to business. I want a penpal, who supports Liverpool, has a Game Boy and is mad, has an IQ of zilch and physically bored to oblivion!! Contact the address below, or else: Grant Hathaway, 1 Concorde Drive, Hemel Hempstead, Herts HP2 4AW.

● Wanted! Male/female penpal aged 12-14. Must like horses and music (especially Take That). All letters answered. If poss include recent photo. Write to: Jessica Meacham, 41 Ecroyd Park, Credenhill, Hereford HR4 7EL.

● Male or female penpals wanted, 11-13 years old. Write to: Wayne Gillatt, 5 Ribble Road, Stoke, Coventry CV3 1AW.

● Wanted! Male and female penpals aged 16+. Really guaranteed for everyone. Tell me your hobbies and send a photo. Write to: Kate Victoria Adams, 4 Kingfisher Drive, Poulton-Le-Fylde, Lancs FY6 7UG.

● Male/female penpals wanted, aged 13-16, with good sense of humour. Send photo if possible, reply guaranteed. Write to: Kelly Shults, 14 Warburton Road, Canford Heath, Poole, Dorset BH17 7SF.

● Male penpals wanted, 14-17 years old. Must have Game Boy. Write to: Rachel Goddard, 109 Bradford Road, Idle, Bradford, West Yorkshire BD10 8SX. Photo optional.

● Male penpal wanted, aged 10-11! Please send photo and your info. Contact: Maddy Barrett, The Cabins, Wenham Road, Copdock, Ipswich, Suffolk IP8 3EY.

● Penpal wanted. Aged about 13-14 years old, male/female. Interests include sports, pool and Game Boy. I will reply to all letters. Photo if possible. Write to: Christopher Stanway, 56 Station Road, Alsager, Stoke on Trent, Staffordshire ST7 2PD.

● Female penpal aged between 12-15 wanted. They should have a good sense of humour. So if you want to write to a funny young man, write to: Nicky Kemp, 50 Mortimer Drive, Hazlehead, Aberdeen, Scotland AB1 8EL.

● Wanted male or female penpals, aged between 12-15. My interests are computers (not too much), swimming and many water sports. Recent photo please, 100% reply. Write to: Daniel Rickards, 99 Pilton Lane, Churchdown, Glos GL3 2SB.

● Looking for penpal, male or female, aged between 13-14. My hobbies are karate and football. Please write to: Tom Freeland, 21 Hopton Road, Cam, Dursley, Glos GL1 1NZ.

● Penpal wanted, male or female, 11-13 years old. Send me recent photo if possible, and let me know your hobbies. Write to: William Giles, 336 London Road, St Albans, Herts AL1 1EA. You are guaranteed a reply!

● Wanted male penpal. Any country, aged 17-22ish. Photo appreciated. All letters answered. Must have sense of humour!! Preferably seeking the unattached male for penpal friendship. Write to: Lea Ann Smith, 10 Matthew Road, Roohse, Barry, South Glamorgan CF62 3ED.

● Male/female penpals wanted. Must like sports and play the Game Boy. Write to: Tylan Weerasinghe, 44 Sefton Avenue, Harrow, Weald, Middlesex HA3 5JR. Also wanted cheats on Game Genie for Track and Field and Super Mario Land. Letters responded to in 14 days.

● I am looking for an Icelandic female penpal, hopefully aged between 14-16. Or any female that age. Must have good personality. Write to: Tylan Weerasinghe, 44 Sefton Avenue, Harrow, Weald, Middlesex HA3 5JR.

● 16 year old British male seeks Oriental female penpal aged 13-19. Must live in an Oriental country. Send a photo if poss. Hurry! Please write to: Andrew Ferenbach, 38 Baberton Avenue, Juniper Green, Edinburgh EH14 5DR, Scotland.

● Female penpal wanted aged 18-40 to cheer me up. I'm a 23 year old male and lonely, so don't delay, write today. Recent photo if possible. All letters answered. Write to: Paul Longmore, HM Prison, Highdown, Sutton Lane, Surrey SM2 5PJ.

● Wanted male penpals aged 12-14. I like horse riding, swimming, rave dancing and most sports! Please write to: Evangeline Wood, Carters Cottage, 2 Fieldside, Long Witterham, Nr Abingdon, Oxon OX14 4QB.

● I am looking for male penpals 15+, who are into everything including sports. Please send recent photo if poss! If interested write to: Catherine Cannam, 34 Mays Road, Wokingham, Berkshire RG11 1RW.

● Will 20 lively boys in need of two pen-friends, male or female, aged 11-13. Please include photos. Write to: Robert Young, "Yarta," School Lane, West Kingsdown, Sevenoaks, Kent TN15 6JL.

● Male penpal wanted aged 9-10, must be into Sega Master System and Game Boy. Don't delay, call today. Ring Floyd on (0727) 833811.

● Wanted male/female penpal aged 8-13. Interests include Game Boys and Tae Kwon Do. I am 10 and male. If interested send photo and letter to: Barry Ferenbach, 38 Baberton Avenue, Juniper Green, Midlothian EH14 5DR.

## CLUBS/MAGS

● New!! The official UK penpal/dating agency needs to hear from you. Don't bother with any other amateur cons. This is the ultimate dating/penpal agency. With over 50 members already, we guarantee to fix you up with someone similar. Send a SAE to: M Parker, c/o The Agency, 50 Woodcock Road, Warminster, Wilts BA12 9DF. Tel: (0985) 217887.

● If you are tired of getting mismatched penpals, send your letter to us and 50p and we will match you with the penpal of your dreams (closest matches only). If you don't get a letter in a month, you get your money back. Write to: Ben Schober, 20 Salford Road, Ainsdale, Southport PR8 3JN. Tel: 0704 577339.

● Having trouble on some of the top games? Well then get the A-Z of tips book. It gets rid of those mega headaches. Write to: Thomas Brown, 35 Church Avenue, Sidcup, Kent DA14 6BU. Tel: 081 302 6608.

● Members wanted for cheap, reliable play-by-mail wrestling league. Magazine with every issue! For free info pack, send a Foolsap SAE to: Robert Tyrell, 10 Eastlea Avenue, North Watford, Herts WD2 4RH. Tel: (0923) 675562.

● Need help with Zelda on the Game Boy? You need the Zelda guide. Send a cheque/PO payable to Andrew Ferenbach (for £2) and a SAE to get your copy. Write to: Andrew Ferenbach, 38 Baberton Avenue, Juniper Green, Edinburgh EH14 5DR.

● Console cheats 'n' tips service for any console format. Just send 25p and the names of your games and the format. Also mention if you have Game Genie or Pro Action Replay. Write to: Stuart Tourle, Cheats 'n' Tips, 3 Lee Chapel Lane, Langdon Hills, Basildon, Essex SS16 5PW.

● Free tips and cheats for all computers and consoles from 'Got a Good Name?' Write, enclosing: your problem, the game(s) name(s), the machine(s) name and a stamped SAE. You will receive a cheat or solemn apology within 2 weeks. I don't supply Pro Action Replay or Game Genie codes. Hints, tips or plain cheats available! Write to: 'Got a Good Name?' 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● Amiga Magic, the world's cheapest and best Amiga magazine! Already has large readership. Full of news, reviews and more. Just send 55p (no SAE required) to: Simon Lovell and Paul Bartlett, 37 Cornmill Crescent, Alington, Exeter, Devon EX2 8TL. TA!

● UPROAR!! Fresh PC mag on disk! Send £1 + SAE + LD 3.5 disk to: Chris White, Updoo, 8 Westminster Close, Teddington, Middlesex TW11 8DZ. Tel: 081 977 1802.

● Multifunction console magazine. Includes Sega Mega Drive, Sega Master System, SNES, Game Boy and Sega Mega CD. Send 60p to: Console Fever, c/o Paul Kingston, 51 The Oval, Netherthorpe, Huddersfield, Yorkshire HD7 2YR. Tel: 0484 683205.

● Brand new Game Boy club, swap service and monthly newsletter which includes: cheats, new games, advice and tips etc. If interested send a large SAE for more info to: Terry Conley, 19 Richmond Close, Calmore, Southampton SO4 2TH. Tel: (0703) 867628.

● Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: Paul Dunbavan, 4 The Green, Ribblesdale, Ribblesdale, Preston PR2 6QF. Tel: 0772 796489.

● Swap club. If you have nobody who wants to swap games with you or you haven't got a buyer, send a SAE to me and I will try and link you up with a buyer. Write: Matthew Whitehead, 5 Fairfield Way, Ashington, West Sussex RH20 3LA.

● Superior swaps! Game swapping club for the Game Boy. Only £2 per game, or £3 for 2! Send no money now, write with tips etc. For more details to: Mark Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● Gamer-Link! The penpal club for gamers with over 300 members! Free swap service, club fanzine and more! For full details send SAE to: Stu & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

● Game Boy club... Many cheats and swaps, join the club, just £1 including postage and packing. Thanks! Bye. Write: Carlene Hyton, 6 Hervey Court, 20 Surrey Lane, Battersea, London SW11 3PT. Tel: 071 228 8463.

● Club, £2 a year, includes mags, fortnightly notices, puzzles, competitions and swaps or sales. Write to: Eric Cherrington, 138A Marina Street, Leonards on Sea, East Sussex TN38 0BT.

## MISC

● Wanted TV adaptor for Sega Game Gear. Will buy for £40-60. Ring Luke on 0233 850320.

● For sale C64, tape deck, disk drive, over 200 games, joystick and light gun. Excellent condition. With manual and boxes. Worth over £400, will sell for £120 ono. Ring Fraser on (041) 942 6749.

● For sale 3 NES games: Super Mario Bros 1 & 3 and Kung Fu. Plus 2 controllers. £60 ono. Contact Stuart or Robert on (0977) 675445.

● For sale Sinclair Spectrum 128K +2 with printer and games, £50. Also CB Radio, £25. Phone Nick on (0494) 527117.

● For sale Amstrad CPC464, games, joystick and monitor, sell all for £50. Phone Nick on (0494) 527117. Buyer must collect. High Wycombe area.

● I will sell my SNES for £110 with 3 brill games, or take a swap for a Sega Game Gear with more than 2 games. So call (0786) 814651 and ask for Stuart (or leave a message).

● Amstrad CPC 464 for sale. £400 worth of games, 2 joysticks, light Phaser and colour monitor. Worth total £600+, will sell for £150. Contact Ian on 0923 263242.

● For sale: Commodore 64, all leads, manuals, tape deck, joystick, 29 games on tape, 1 on cart, Expander musical keyboard, only 2 months old, £110 ono. Ring Simon on Norwich 740992.

● Urgently want to sell NES with 2 joypads and a few good games including Super Mario 2 and 3, and Solomon's Key. Any enquiries please phone 081 853 1645 and ask for Natalie.

● For sale Commodore C64, over 110 games, joystick, 2 cassette decks, 2 power-packs, Art Studio, Mini Office, magazines and user manual. As new, boxed, £80. Ring Matthew on 0502 573549.

● For sale Sega Mega Drive plus 10 games and joypad, £250. Includes Sonic the Hedgehog 1 & 2 and Super Kick-Off. Game Boy game Tiny Toons for sale as well. Ring Matt on 051 343 9360.

● For sale, Sega Game Gear with Columns, Mickey Mouse, Magical Guy, and AC adaptor, £100 ono. Sega Game Gear with Wonder Boy, Gear Master converter, car and AC adaptor, £65. Ask for Dan or Tom on 0452 713667.

● For sale Sega Master System vgc, includes 2 games and manuals, £40. Also Sony Walkman vgc £8 only. Ring Suzanne on 0252 614039.

● For sale C64 with loads of games worth over £200, will sell for £125. Ring Elizabeth on 0590 23643.

● For sale, Amiga games, many well known titles including: CG Strip Poker £10, Road Rash £5, and James Pond II £5. Ask for Dan on 0452 713667.

● For sale Wrestlingmania Videos III, IV & VI. Wrestlingmania IV double tape cost £20, sell for £10. Others cost £15, sell for £7.50. Or swap for Subbuteo stands. Phone Mark on 0707 873346.

● For sale Sega Master System 2, boxed and still under guarantee, with 3 boxed games with instructions, and 1 built in game (Alex Kidd). Worth more than £120, all in mint condition, sell for £80. Ring Kelly on 0727 824753.

● Atari with 20 games, 4 joysticks and 2 pad-dies, vgc. Will sell for £45 ono. Ring Samantha on 0727 824753.

● Great value, Spectrum 48K and 60 great boxed games, £40 ono. Ring Lee on 0455 617931.

● For sale Commodore C64 computer, 2 joysticks, 50 games, mouse, vgc, 2 1/2 years old, £150. Tel: Kim on 050846 340 (Norwich area).

● For sale: Amstrad CPC464 with 150+ games, joysticks, mouse and light phaser. Reasonable price wanted, or swap for Sega Mega Drive and games. Ring Tony on 0706 623310.

● 2000AD collection for sale, progs 495-823. 50p each plus postage. All in good condition. Phone Justin on 0283 761564.

● Paperboy for NES, will sell for £15. Call Mon-Fri after 4pm on 0389 79045.

● I will swap or sell Sega Game Gear with 5 games including Sonic the Hedgehog, The Terminator and Hally Wars for SNES with Street Fighter II, or sell for £50. Or better offers. Phone 0874 611692, or write to: Greg Harmer, 15 St Mary St, Brecon, Powys LD3 7BB.

● Swap my Sega Mega Drive with 14 games for Neo Geo with 5 games, or sell for £600. Ring Daniel on (0303) 250961.

● For sale, NES with controllers, light gun, Game Genie and Star Wars game. Excellent condition, £90 the lot. Ring M W Surrey (Worcester Park) on 081 330 3565.

● NES game: Rescue, the Embassy Mission, offers between £13-16. Spectrum equipment: 30 games, some with instructions, £1 each, a joystick £5, and light Phaser £15. Ring Mark on 0442 233460.

● For sale Amstrad CPC 464 games from 50p to £4. Tel: Hayley on 021 624 1476, Birmingham.

● Commodore 64 light fantastic pack for sale. Comes with many games and Maverick joystick (worth £12.50). Ideal as Christmas present. Still boxed and in vgc. Buyer to collect from South Glamorgan area. £95 ono. Ring Lea Ann on 0446 710852.

● Sega Master System for sale, total price of £235 brand new, but selling for £125+. Also a set of Weider weights weighing 54kg. And also to add to that a York bench press for the upper body. They are selling at a great price of £25 for the weights and £20 for the bench press. And also a BMX stunt bike for £35. If interested but too high a price, phone me and give me a price which suits you. Call me on 0604 787149 any time and ask for Zac.

● Swap my Atari 7800 with light gun and 3 games including Asteroids and 2 joypads for 2 Superintend games except Hash Block, Crystalball, Eagle Plan, Grand Prix and Soccer Champion. Or will sell for £10. Phone Philip on (0423) 871023. Must collect.

● For sale: for SNES, Street Fighter II for £50. Phone 081 958 2829 and ask for Wesley. Take it or leave it!

● Atari ST games including Mega Lo Mania, Special Forces, Fire and Ice, Lotus II, Pit-Fighter, Lure of the Temptress, Midwinter II, Wrestlingmania and Kick of II. All 16 for £50 ono. Ring Rhodri on (0222) 562962.

● NES for sale, boxed, excellent condition, 2 joypads and 8 games, £60. Ring Matt on 0273 463136.

● For sale Sega Master System II and 5 great games: Alex Kidd, Sonic the Hedgehog, World Cup Italia '90, Tom and Jerry and California Games. £10 per game. £30 for Sega Master System. £60 for the lot. Worth over £150! Ring Elin on (0443) 409396.

● 128K ZX Spectrum +2 for sale with 17 games including Double Dragon, Chase HQ, R-Type, and Batman plus 4 compilation packs, £40. Ring Leigh on (021) 358 1157.

● Atari 520 ST, 30 disks, zipstick, £180 ono. Ring Neil on (0357) 21429.

● Boo! Good, I've got your attention. For sale: Sega Game Gear. Receipt, boxed, as new, including: adaptor and Sonic the Hedgehog. Phone Andy on 0246 412709 now!

● For sale Sega Master System with games World Grand Prix, Champions of Europe and Putt 'n' Putter. Must collect or pay postage. Write to: Tylan Weerasinghe, 44 Sefton Avenue, Harrow, Weald, Middlesex HA3 5JR.

● For sale Sega Game Gear, 4 games, adaptor, carry case and magnifier, vgc, all boxed, £140. Phone Daniel on (0603) 39428.

● Yamaha electric keyboard for sale, boxed, with stand and 99 electronic sounds. Phone Liz on 051 724 4450. Must be in Liverpool area.

● Will swap my NES with 6 games, joypads, light Phaser, and joysticks for your Sega Game Gear and games. Ring Tony on 0706 623310.

● For sale NES with 2 controllers, a zipper gun, robot and accessories. Worth £190. Will sell for £95, or swap for Sega Mega Drive or SNES with no games and controllers. Phone Gareth on (081) 692 6457 after 3pm.



# win!

## 10 Joe Bloggs Gaming Sweats



Joe Bloggs, whose quality clothing has adorned the bodies of everyone from the ordinary bloke on the street to legendary pop stars, have got together with GB Action to bring you a marvellous competition.

Some extra special new sweatshirts have been created for

keen gamers everywhere. Check out a couple of the designs as modelled by PC Action and Amiga Action's twin sisters Karen and Carol Levy.

To win one of these high fashion items, or a sweatshirt that's not too over the top, all you have to do is complete the phrase on the coupon

below. You'd be a fool not to enter – or at least someone cursed to be badly dressed for eternity.

Remember to state your size in case you're one of the lucky ten winners. Good luck! Remember, even if you're no good at games, with Joe Bloggs you'll always be trendily dressed!

Entries to be in by 5th November 1993. Send them to:

**Joe Bloggs Compo, GB Action,  
Europa House, Adlington Park,  
Macclesfield SK10 4NP.**

All you have to do to enter is complete the following sentence in no more than 30 words: ***I'd always choose Joe Bloggs clothing because...***

Don't forget to tell us your chest size from one of these: ***S, M, L, or XL***

**My answer is:**

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.....

**Name .....Size .....**

**Address .....**

.....  
.....

**.....Post Code .....**

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.



# 100% GAME BOY

# NEXT MONTH

## Reviews



There'll be more cat and mouse frolics than you can shake an old fashioned broom at. Tom and Jerry storm back onto glorious monochrome in their second Game Boy game, *Frantic Antics*.

Ren and Stimpy's sequel, *Veediots*, will be in too. It's up to you to decide which is your favourite cartoon combo!

Goal, arguably the best two player challenge on the 'Boy since Tetris, arrives in plenty of time for next year's World Cup.

There's a double bill of cinematic action and adventure from Sony. *Arnie's Last Action Hero* and Stallone's *Cliffhanger* make a typically belligerent entrance.

**FREE!**  
Special 36 page  
Nintendo book!

## Previews



The acclaimed four part comic book series by Dark Horse is about to be immortalised on a Game Boy cart. *Robocop versus The Terminator* promises to be an all time classic.

*Gremlin's Zool*, a great success on the Amiga, is soon to make its debut in the harsh black and white world of the Game Boy.

## Features



Bart Simpson and his family of assorted freaks make a welcome return to GB Action in a Simpsons special. The latest video craze to hit Britain is Manga - Japanese animated movies. Check out the beginner's guide in next month's fabulous new look GB Action.

Dear Newsagent,  
Please would you reserve/deliver a  
copy of *GB Action* every month for:  
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Note to newsagent: *GB Action* is available on a sale or  
return basis from Comag (0895 444055)

## NEW LOOK GB ACTION!

Yep, next month's  
mag takes you to  
where no Game Boy  
mag has gone  
before. It's better,  
stronger and more in  
yer face than ever!  
Believe it.

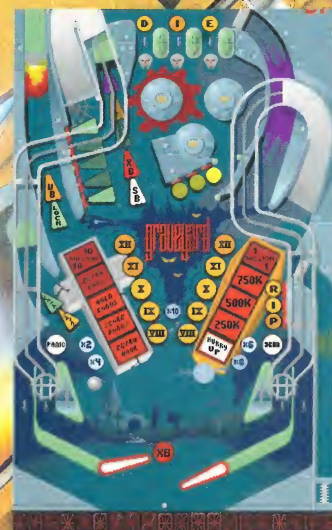
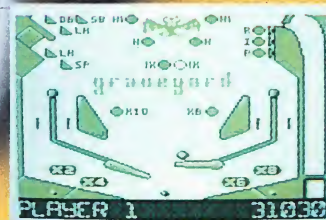
**Issue 19  
Out  
October  
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# GAMETEK SURE PLAYS A MEAN PINBALL

Brilliant, Amazing, Lightning Fast, Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed ball.



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**WHEN THE STREET JUST AINT  
TOUGH ENOUGH...  
GO PLAY IN THE PARK**

**IF IT'S NOT JURASSIC PARK IT'S EXTINCT**

**PC COMPATIBLES  
CBM AMIGA  
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**SUPER NINTENDO  
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